DUNGEONS & DRAGONS

Rules for Fantastic Medieval Wargames Campaigns Playable with Paper and Pencil and Miniature Figures

GYGAX & ARNESON

3-VOLUME SET

PUBLISHED BY
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Campaigns Playable with Paper and Pencil
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MEN & MAGIC

VOLUME 1 OF THREE BOOKLETS

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DUNGEONS & DRAGONS®

Volume I

MEN & MAGIC

BY
GARY GYGAX & DAVE ARNESON

Dedicated to all the fantasy wargamers who have enthusiastically played and expanded upon the CHAINMAIL® Fantasy Rules, with thanks and gratitude. Here is something better! Special thanks to the Midwest Military Simulation Association, the Lake Geneva Tactical Studies Association, Rob Kuntz, and Tom Keogh (in memoriam).

INQUIRIES REGARDING RULES SHOULD BE ACCOMPANIED BY A STAMPED RETURN ENVELOPE AND SENT TO TACTICAL STUDIES RULES, POB 756, LAKE GENEVA, WISCONSIN 53147

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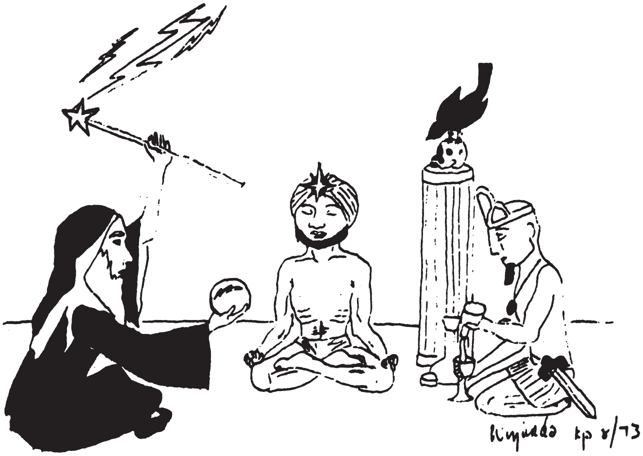
Foreword

ONCE UPON A TIME, long, long ago there was a little group known as the Castle and Crusade Society. Their fantasy rules were published, and to this writer's knowledge, brought about much of the current interest in fantasy wargaming. For a time the group grew and prospered, and Dave Arneson decided to begin a medieval fantasy campaign game for his active Twin Cities club. From the map of the "land" of the "Great Kingdom" and environs — the territory of the C & C Society — Dave located a nice bog wherein to nest the weird enclave of "Blackmoor," a spot between the "Great Kingdom" and the fearsome "Egg of Coot." From the CHAINMAIL® fantasy rules he drew ideas for a far more complex and exciting game, and thus began a campaign which still thrives as of this writing! In due course the news reached my ears, and the result is what you have in your hands at this moment. While the C & C Society is no longer, its spirit lives on, and we believe that all wargamers who are interested in the medieval period, not just fantasy buffs, will enjoy playing DUNGEONS & DRAGONS®. Its possibilities go far beyond any previous offerings anywhere!

While it is possible to play a single game, unrelated to any other game events past or future, it is the campaign for which these rules are designed. It is relatively simple to set up a fantasy campaign, and better still, it will cost almost nothing. In fact you will not even need miniature figures, although their occasional employment is recommended for real spectacle when battles are fought. A quick glance at the Equipment section of this booklet will reveal just how little is required. The most extensive requirement is time. The campaign referee will have to have sufficient time to meet the demands of his players, he will have to devote a number of hours to laying out the maps of his "dungeons" and upper terrain before the affair begins. The third booklet of this set will be of great help in this respect, for a number of helpful suggestions regarding how to accomplish it all have been given in order to help you accomplish the task with a minimum of time and effort. There should be no want of players, for there is unquestionably a fascination in this fantasy game — evidenced even by those who could not by any stretch of the imagination be termed ardent wargamers. The longevity of existing campaigns (notably "Blackmoor" in the Twin Cities and "Greyhawk" in Lake Geneva) and the demand for these rules from people outside these campaigns point towards a fantastic future. Tactical Studies Rules believes that of all forms of wargaming, fantasy will soon become the major contender for first place. The section of this booklet entitled Scope will provide an idea of just how many possibilities are inherent in DUNGEONS & DRAGONS.

These rules are strictly fantasy. Those wargamers who lack imagination, those who don't care for Burroughs' Martian adventures where John Carter is groping through black pits, who feel no thrill upon reading Howard's Conan saga, who do not enjoy the de Camp & Pratt fantasies or Fritz Leiber's Fafhrd and the Gray Mouser pitting their swords against evil sorceries will not be likely to find DUNGEONS & DRAGONS to their taste. But those whose imaginations know no bounds will find that these rules are the answer to their prayers. With this last bit of advice we invite you to read on and enjoy a "world" where the fantastic is fact and magic really works!

E. Gary Gygax — 1 November 1973
Tactical Studies Rules Editor — Lake Geneva, Wisconsin



INTRODUCTION:

These rules are as complete as possible within the limitations imposed by the space of three booklets. That is, they cover the major aspects of fantasy campaigns but still remain flexible. As with any other set of miniatures rules they are guidelines to follow in designing your own fantastic-medieval campaign. They provide the framework around which you will build a game of simplicity or tremendous complexity — your time and imagination are about the only limiting factors, and the fact that you have purchased these rules tends to indicate that there is no lack of imagination — the fascination of the game will tend to make participants find more and more time. We advise, however, that a campaign be begun slowly, following the steps outlined herein, so as to avoid becoming too bogged down with unfamiliar details at first. That way your campaign will build naturally, at the pace best suited to the referee and players, smoothing the way for all concerned. New details can be added and old "laws" altered so as to provide continually new and different situations. In addition, the players themselves will interact in such a way as to make the campaign variable and unique, and this is quite desirable.

If you are a player purchasing the DUNGEONS & DRAGONS rules in order to improve your situation in an existing campaign, you will find that there is a great advantage in knowing what is herein. If your referee has made changes in the rules and/or tables, simply note them in pencil (for who knows when some flux of the cosmos will make things shift once again!), and keep the rules nearby as you play. A quick check of some rule or table may bring hidden treasure or save your game "life."

Men & Magic (Vol. I) details what characters can be played, potentials, limitations, and various magical spells. **Monsters & Treasure** (Vol. II) describes the beasts and creatures which will be encountered, as well as the kind and amount of treasure they are likely to guard, including magical items. Finally, **The Underworld & Wilderness Adventures** (Vol. III) tells how to set up and actually play the campaign. It is presented last in order to allow the reader to gain the perspective necessary — the understanding of the two preceding booklets. Read through the entire work in the order presented before you attempt to play.

SCOPE:

With the various equipage listed in the following section, DUNGEONS & DRAGONS will provide a basically complete, nearly endless campaign of all levels of fantastic-medieval wargame play. Actually, the scope need not be restricted to the medieval; it can stretch from the prehistoric to the imagined future, but such expansion is recommended only at such time as the possibilities in the medieval aspect have been thoroughly explored. The use of paper, pencil and map boards are standard. Miniature figures can be added if the players have them available and so desire, but miniatures are not required, only esthetically pleasing; similarly, unit counters can be employed — with or without figures — although by themselves the bits of cardboard lack the eye-appeal of the varied and brightly painted miniature figures.

Age Level: 12 years and up.

Number of Players: At least one referee and from four to fifty players can be handled in any single campaign, but the referee to player ratio should be about 1:20 or thereabouts.

RECOMMENDED EQUIPMENT:

Dungeons & Dragons (you have it!)

Dice — The following different kinds of dice:

1 pair 4-sided dice
1 pair 8-sided dice
4 to 20 pairs 6-sided dice
1 pair 20-sided dice
1 pair 12-sided dice

Chainmail miniature rules, latest edition

1 3-Ring Notebook (referee and each player)

Graph Paper (6 lines per inch is best)

Sheet Protectors (heaviest possible)

3-Ring Lined Paper

Drafting Equipment and Colored Pencils

Scratch Paper and Pencils

Imagination

1 Patient Referee

Players

PREPARATION FOR THE CAMPAIGN:

The referee bears the entire burden here, but if care and thought are used, the reward will more than repay him. First, the referee must draw out a minimum of half a dozen maps of the levels of his "underworld," people them with monsters of various horrid aspect, distribute treasures accordingly, and note the location of the latter two on keys, each corresponding to the appropriate level. This operation will be more fully described in the third volume of these rules. When this task is completed the participants can then be allowed to make their first descent into the dungeons beneath the "huge ruined pile, a vast castle built by generations of mad wizards and insane geniuses." Before they begin, players must decide what role they will play in the campaign, human or otherwise, fighter, cleric, or magic-user. Thereafter they will work upwards — if they survive — as they gain “experience.” First, however, it is necessary to describe fully the roles possible.

CHARACTERS:

There are three (3) main classes of characters:
Fighting-Men
Magic-Users
Clerics

Fighting-Men includes the characters of elves and dwarves and even halflings. **Magic-Users** includes only men and elves. **Clerics** are limited to men only. All non-human players are restricted in some aspects and gifted in others. This will be dealt with in the paragraphs pertaining to each non-human type.

Fighting-Men: All magical weaponry is usable by fighters, and this in itself is a big advantage. In addition, they gain the advantage of more “hit dice” (the score of which determines how many points of damage can be taken before a character is killed). They can use only a very limited number of magical items of the non-weaponry variety, however, and they can use no spells. Top-level fighters (Lords and above) who build castles are considered “Barons,” and as such they may invest in their holdings in order to increase their income (see the INVESTMENTS section of Vol. III). Base income for a Baron is a tax rate of 10 Gold Pieces/inhabitant of the barony/game year.

Magic-Users: Top level magic-users are perhaps the most powerful characters in the game, but it is a long, hard road to the top, and to begin with they are weak, so survival is often the question, unless fighters protect the low-level magical types until they have worked up. The whole plethora of enchanted items lies at the magic-user’s beck and call, save the arms and armor of the fighters (see, however, Elves); Magic-Users may arm themselves with daggers only. Wizards and above may manufacture for their own use (or for sale) such items as potions, scrolls, and just about anything else magical. Costs are commensurate with the value of the item, as is the amount of game time required to enchant it.

Examples of costs are:

Item	Cost
Scroll of Spells	100 Gold Pieces/Spell/Spell Level/Week (a 5th-level spell would require 500 GP and 5 weeks)
Potion of Healing	250 Gold Pieces + 1 week
Potion of Giant Strength	1,000 Gold Pieces + 4 weeks
Enchanting 20 Arrows	1,000 Gold Pieces + 4 weeks
Enchanting Armor to +1	2,000 Gold Pieces + 2 months
Wand of Cold	10,000 Gold Pieces + 6 months
X-Ray Vision Ring	50,000 Gold Pieces + 1 year

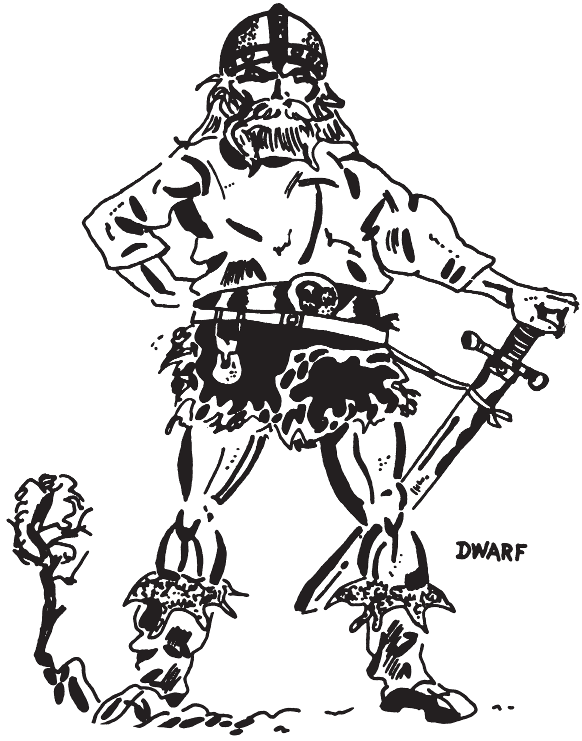
Research by magical types can be done at any level of experience, but the level of magic involved dictates the possibility of success, as well as the amount of money necessary to invest. Assume that a Magic-User can use a 4th-level spell (explained later), therefore he could develop a new spell provided it was equal to or less than 4th level. All this will be explained fully in the section dealing with SPELLS.

Clerics: Clerics gain some of the advantages from both of the other two classes (Fighting-Men and Magic-Users) in that they have the use of magic armor and all non-edged magic weapons (no arrows!), plus they have numbers of their own spells. In addition, they are able to use more of the magical items than are the Fighting-Men. When Clerics reach the top level (Patriarch) they may opt to build their own stronghold, and when doing so receive help from "above." Thus, if they spend 100,000 Gold Pieces in castle construction, they may build a fortress of double that cost. Finally, "faithful" men will come to such a castle, being fanatically loyal, and they will serve at no cost. There will be from 10–60 heavy cavalry, 10–60 horsed crossbowmen ("Turcopole"-type), and 30–180 heavy foot.

Note that Clerics of 7th level and greater are either "Law" or "Chaos," and there is a sharp distinction between them. If a Patriarch receiving the above benefits changes sides, all the benefits will immediately be removed!

Clerics with castles of their own will have control of a territory similar to the "Barony" of fighters, and they will receive "tithes" equal to 20 Gold Pieces/Inhabitant/year.

Dwarves: Dwarves may opt only for the fighting class, and they may never progress beyond the 6th level (Myrmidon). Their advantages are: 1) they have a high level of magic resistance, and they thus add four levels when rolling saving throws (a 6th-level dwarf equals a 10th-level human); 2) they are the only characters able to fully employ the +3 Magic War Hammer (explained in Vol. II); 3) they note slanting passages, traps, shifting walls and new construction in underground settings; and 4) they are able to speak the languages of Gnomes, Kobolds and Goblins in addition to the usual tongues (see LANGUAGES in this volume).



Elves: Elves can begin as either Fighting-Men or Magic-Users and freely switch class whenever they choose, from adventure to adventure, but not during the course of a single game. Thus, they gain the benefits of both classes and may use both weaponry and spells. They may use magic armor and still act as Magic-Users. However, they may not progress beyond 4th level Fighting-Man (Hero) nor 8th level Magic-User (Warlock). Elves are more able to note secret and hidden doors. They also gain the advantages noted in the CHAINMAIL rules when fighting certain fantastic creatures. Finally, Elves are able to speak the languages of Orcs, Hobgoblins, and Gnolls in addition to their own (Elvish) and the other usual tongues.

Halflings: Should any player wish to be one, he will be limited to the Fighting-Men class as a halfling. Halflings cannot progress beyond the 4th level (Hero), but they will have magic-resistance equal to dwarves (add four levels for saving throws), and they will have deadly accuracy with missiles as detailed in CHAINMAIL.

Other Character Types: There is no reason that players cannot be allowed to play as virtually anything, provided they begin relatively weak and work up to the top, i.e., a player wishing to be a Dragon would have to begin as, let us say, a “young” one and progress upwards in the usual manner, steps being predetermined by the campaign referee.

Character Alignment, Including Various Monsters and Creatures: Before the game begins it is not only necessary to select a role, but it is also necessary to determine what stance the character will take — Law, Neutrality, or Chaos.

Character types are limited as follows by this alignment:

Law	**Neutrality**	**Chaos**
Men*	Men*	Men*
Halflings	Nixies	
Patriarchs	Pixies	Evil High Priests
Treants	Dryads	Goblins/Kobolds
	Griffons	Hobgoblins/Gnolls
		Giants
Unicorns	Animals	Orcs
Pegasi	Elves*	Ogres
Hippogriffs	Rocs*	Trolls
Elves*	Dwarves/Gnomes*	Wights
Lycanthropes*	Lycanthropes*	Lycanthropes*
Rocs*	Orcs	Ghouls
Dwarves/Gnomes*	Ogres	
Centaurs*	Dragons	Wraiths
	Wyverns	Mummies
	Centaurs*	Spectres
	Hydrae	Vampires
	Purple Worms	Medusae
	Sea Monsters	Manticores
	Chimeras	Gargoyles
	Minotaurs	Gorgons
	Giants	Minotaurs
		Dragons
		Chimeras

* An asterisk indicates that the name appears in both the Law and Neutrality columns.
An underline indicates that the name appears in both the Neutrality and Chaos columns.

Changing Character Class: While changing class (for other than elves) is not recommended, the following rule should be applied: In order for men to change class they must have a score of 16 or better in the prime requisite (see below) of the class they wish to change to, and this score must be unmodified. A Cleric with a "strength" of 15, for example, could not become a Fighting-Man. In any event Magic-Users cannot become Clerics and vice-versa.

DETERMINATION OF ABILITIES:

Prior to the character selection by players it is necessary for the referee to roll three six-sided dice in order to rate each as to various abilities, and thus aid them in selecting a role. Categories of ability are: Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma. Each player notes his appropriate scores, obtains a similar roll of three dice to determine the number of Gold Pieces (Dice score × 10) he starts with, and then opts for a role. A sample of the record of a character appears like this:

Name: Xylarthen Class: Magic-User
Strength: 6 Intelligence: 11 Wisdom: 13
Constitution: 12 Dexterity: 9 Charisma: 8

Gold Pieces	Experience
70	Nil

This supposed player would have progressed faster as a Cleric, but because of a personal preference for magic opted for that class. With a strength of only 6 there was no real chance for him to become a fighter. His constitutional score indicates good health and the ability to take punishment of most forms. A dexterity of 9 (low average) means that he will not be particularly fast nor accurate. He is below average in charisma, but not hopelessly so.

Explanation of Abilities:

The first three categories are the prime requisites for each of the three classes: Fighting-Men, Magic-Users, and Clerics. (See the Bonuses and Penalties to Advancement due to Abilities table which appears hereafter.)

Strength is the prime requisite for fighters. Clerics can use strength on a 3 for 1 basis in their prime requisite area (wisdom), for purposes of gaining experience only. Strength will also aid in opening traps and so on.

Intelligence is the prime requisite for magical types. Both fighters and Clerics can use it in their prime requisite areas (strength and wisdom respectively) on a 2 for 1 basis. Intelligence will also affect referees' decisions as to whether or not certain action would be taken, and it allows additional languages to be spoken.

Wisdom is the prime requisite for Clerics. It may be used on a 3 for 1 basis by fighters, and on a 2 for 1 basis by Magic-Users, in their respective prime requisite areas. Wisdom rating will act much as does that for intelligence.

Constitution is a combination of health and endurance. It will influence such things as the number of hits which can be taken and how well the character can withstand being paralyzed, turned to stone, etc.

Dexterity applies to both manual speed and conjuration. It will indicate the character's missile ability and speed with actions such as firing first, getting off a spell, etc.

Charisma is a combination of appearance, personality, and so forth. Its primary function is to determine how many hirelings of unusual nature a character can attract. This is not to say that he cannot hire men-at-arms and employ mercenaries, but the charisma function will affect loyalty of even these men. Players will, in all probability, seek to hire Fighting-Men, Magic-Users, and/or Clerics in order to strengthen their roles in the campaign. A player-character can employ only as many as indicated by his charisma score:

Charisma Score	**Maximum # Hirelings**	**Loyalty Base**
3–4	1	–2
5–6	2	–1
7–9	3	- -
10–12	4	- -
13–15	5	+1
16–17	6	+2
18	12	+4

In addition the charisma score is usable to decide such things as whether or not a witch capturing a player will turn him into a swine or keep him enchanted as a lover.

Finally, charisma will aid a character in attracting various monsters to his service.

Bonuses and Penalties to Advancement due to Abilities:

(Low score is 3–8; Average is 9–12; High is 13–18)

Prime requisite 15 or more:	Add 10% to earned experience
Prime requisite 13 or 14:	Add 5% to earned experience
Prime requisite of 9–12:	Average, no bonus or penalty
Prime requisite 8 or 7:	Minus 10% from earned experience
Prime requisite 6 or less:	Minus 20% from earned experience
Constitution 15 or more:	Add +1 to each hit die
Constitution 13 or 14:	Will withstand adversity
Constitution of 9–12:	60% to 90% chance of survival
Constitution 8 or 7:	40% to 50% chance of survival
Constitution 6 or less:	Minus 1 from each hit die*
Dexterity above 12:	Fire any missile at +1
Dexterity under 9:	Fire any missile at –1

* minimum score of 1 on any die

Note: Average scores are 9–12. Units so indicated above may be used to increase prime requisite total insofar as this does not bring that category below average, i.e. below a score of 9.

LANGUAGES: The "common tongue" spoken throughout the "continent" is known by most humans. All other creatures and monsters which can speak have their own language, although some (20%) also know the common one. Law, Chaos and Neutrality also have common languages spoken by each respectively. One can attempt to communicate through the common tongue, language particular to a creature class, or one of the divisional languages (law, etc.). While not understanding the language, creatures who speak a divisional tongue will recognize a hostile one and attack. Characters with an Intelligence above 10 may learn additional languages, one language for every point above 10 intelligence factors. Thus, a man with an intelligence level of 15 could speak 7 languages, i.e. the common tongue, his divisional language, and 5 creature languages. Of course, Magic-Users' spells and some magic items will enable the speaking and understanding of languages.

NON-PLAYER CHARACTERS:

In all probability the referee will find it beneficial to allow participants in the campaign to "hire into service" one or more characters. At times this may be nothing more than a band of mercenaries hired to participate in and share the profits from some adventure. However it is likely that players will be desirous of acquiring a regular entourage of various character types, monsters, and an army of some form. Non-player characters can be hired as follows:

Only the lowest level of character types can be hired. The player wishing to hire a non-player character "advertises" by posting notices at inns and taverns, frequents public places seeking the desired hireling, or sends messengers to whatever place the desired character type would be found (elf-land, dwarf-land, etc.). This costs money and takes time, and the referee must determine expenditures. Once some response has been obtained, the player must make an offer to tempt the desired character type into his service. As a rule of thumb, a minimum offer of 100 Gold Pieces would be required to tempt a human into service, dwarves are more interested in gold, Magic-Users and elves desire magical items, and Clerics want some assurance of having a place of worship in which to house themselves.

Monsters can be lured into service if they are of the same basic alignment as the player-character, or they can be Charmed and thus ordered to serve. Note, however, that the term "monster" includes men found in the dungeons, so in this way some high-level characters can be brought into a character's service, charisma allowing or through a Charm spell. Some reward must be offered to a monster in order to induce it into service (not just sparing its life, for example). The monster will react, with appropriate pluses or minuses, according to the offer, the referee rolling two six-sided dice and adjusting for charisma:

Dice Score	**Reaction**
2	Attempts to attack
3–5	Hostile reaction
6–8	Uncertain
9–11	Accepts offer
12	Enthusiast, Loyalty +3

An "Uncertain" reaction leaves the door open to additional reward offers, but scores under 6 do not.

Capture of Non-Player Monsters: Morale dice can cause a man or intelligent monster to attempt to surrender or become subdued. When this happens an offer of service can be made (assuming that communication is possible) as outlined above. Subdued monsters will obey for a time without need to check their reactions, and such monsters are salable (see Vol. II).

Loyalty of Non-Player Characters (Including Monsters): Men, dwarves and elves will serve as retainers with relative loyalty so long as they receive their pay regularly, are treated fairly, are not continually exposed to extra-hazardous duty, and receive bonuses when they are taking part in some dangerous venture. Judgement of this matter is perforce subjective on the part of the campaign referee, but there is a simple guideline: When one or more of such characters are taken into service a loyalty check is made by rolling three-six-sided dice. Adjustments are made for charisma and initial payments for service, and the loyalty of the character(s) noted by the referee. (The player will not have any knowledge of what it is without some method of reading minds.)

Loyalty Score	Morale
3 or less	Will desert at first opportunity
4–6	–2 on morale dice
7–8	–1 on morale dice
9–12	Average morale dice
13–14	+1 on morale dice
15–18	+2 on morale dice
19 and above	Need never check morale

Non-player characters and men-at-arms will have to make morale checks (using the above reaction table or "Chainmail") whenever a highly dangerous or unnerving situation arises. Poor morale will mean that those in question will not perform as expected.

Periodic re-checks of loyalty should be made. Length of service, rewards, etc. will bring additional pluses. Poor treatment will bring minuses.

Relatives: The referee may allow players to designate one relative of his character to inherit his possessions if for any reason the participant unexpectedly disappears, with or without "death" being positively established, for a period of one game month, let us say. At this time the relative would inherit the estate of the character, paying a 10% tax on all goods and monies. The relative must start at the lowest level of the class he opts for, but he will have the advantage of the inheritance.

If the character returns, he takes possession of his estate once more (referee's option as to willingness of the relative to give it up) but must pay an additional 10% tax in order to regain his own. Optionally the relative may be allowed to stay on as a non-player character in the service of the player-character. Loyalty of the relative in such a circumstance would be at a penalty of from 0 to -6, and he would possibly intrigue to regain control.

Characters without a relative will lose all their possessions should they disappear and not return before whatever period is designated as establishing death.

BASIC EQUIPMENT AND COSTS:

It will be necessary for players to equip their characters with various basic items of equipment. Selection of items is strictly up to the players, and Gold Pieces are taken away accordingly (players may sell to one another, of course, and then Gold Pieces would be transferred).

Item	**Cost**
Dagger	3
Hand Axe	3
Mace	5
Sword	10
Battle Axe	7
Morning Star	6
Flail	8
Spear	1
Pole Arm	7
Halberd	7
Two-Handed Sword	15
Lance	4
Pike	5
Short Bow	25
Long Bow	40
Composite Bow	50
Light Crossbow	15
Heavy Crossbow	25
Quiver of 20 Arrows	10
Case with 30 Quarrels	10
20 Arrows/30 Quarrels	5
Silver Tipped Arrow	5
Mule	20
Draft Horse	30
Light Horse	40
Warhorse, Medium	100
Warhorse, Heavy	200
Saddle	25
Saddle Bags	10
Cart	100
Wagon	200
Raft	40
Small Boat	100
Small Merchant Ship	5,000
Large Merchant Ship	20,000
Small Galley	10,000
Large Galley	30,000

Item	**Cost**
Leather Armor	15
Chain-type Mail	30
Plate Mail	50
Helmet	10
Shield	10
Barding (Horse Armor)	150
50′ of Rope	1
10′ Pole	1
12 Iron Spikes	1
Small Sack	1
Large Sack	2
Leather Back Pack	5
Water/Wine Skin	1
6 Torches	1
Lantern	10
Flask of Oil	2
3 Stakes & Mallet	3
Steel Mirror	5
Silver Mirror, Small	15
Wooden Cross	2
Silver Cross	25
Holy Water/Vial	25
Wolvesbane, bunch	10
Belladonna, bunch	10
Garlic, bud	5
Wine, quart	1
Iron Rations (for dungeon expeditions) 1 person/1 week	15
Standard Rations for 1 person, 1 week	5

Other items’ cost may be calculated by comparing to similar items listed above.

(Weight which can be carried)

Weight of a man - -	1,750
Load in Gold Pieces Equal to Light Foot Movement (12") - -	750
Load in Gold Pieces Equal to Heavy Foot Movement (9") - -	1,000
Load in Gold Pieces Equal to Armed Foot Movement (6") - -	1,500
Leather Armor or Saddle - -	250
Chain-Type Armor - -	500
Plate Mail or Horse Armor - -	750
Helmet - -	50
Shield - -	150
Pole Arms, Halberd, Pike, Two-Handed Sword (each) - -	150
Morning Star, Flail, Battle Axe (each) - -	100
Sword, Mace, Hand Axe, Bow & Arrows (each) - -	50
Dagger - -	20
Miscellaneous Equipment (rope, spikes, bags, etc.) - -	80
Maximum Load/Person at half normal movement - -	3,000

Example Employing Encumbrance: A character equips himself with the following:

Plate Armor	750
Helmet	50
Shield	150
Flail	100
Bow, Quiver & 20 Arrows	50
Dagger	20
Misc. Equipment	80
TOTAL	1,200

The character would move at the speed of an Armored Footman (6"/turn). He could pick up an additional 300 Gold Pieces weight of treasure and incur no movement penalty. Weight over 1,500 would incur the penalty of half-speed noted above, although equipment could be discarded in order to avoid this penalty.

WEIGHT AND EQUIVALENTS:

1 Coin (Copper, Silver, or Gold)	1
1 Small Sack Holds	50
1 Large Sack or Back Pack Holds	300
1 Scroll or Piece of Jewelry	20
1 Potion or Wine Skin	30
1 Flagon or Chalice	50
1 Wand with Case	100
1 Staff with Case	300
1 Gem	1

LEVELS AND NUMBER OF EXPERIENCE POINTS NECESSARY TO ATTAIN THEM:

Fighting-Men		Magic-Users		Clerics	
Veteran	0	Medium	0	Acolyte	0
Warrior	2,000	Seer	2,500	Adept	1,500
Swordsman	4,000	Conjurer	5,000	Village Priest	3,000
Hero*	8,000	Theurgist	10,000	Vicar	6,000
Swashbuckler	16,000	Thaumaturgist	20,000	Curate	12,000
Myrmidon**	32,000	Magician	35,000	Bishop	25,000
Champion	64,000	Enchanter	50,000	Lama	50,000
Superhero	120,000	Warlock*	75,000	Patriarch	100,000
Lord	240,000	Sorcerer	100,000		
		Necromancer	200,000		
		Wizard	300,000		

*highest level for elf
**highest level for dwarf

STATISTICS REGARDING CLASSES:

Fighting-Men	**Dice for Accumulative Hits**	**Fighting Capability**	**Spells & Level**					
			1	**2**	**3**	**4**	**5**	**6**
Veteran	1 + 1	Man + 1	NIL					
Warrior	2	2 Men + 1	NIL					
Swordsman	3	3 Men or Hero – 1	NIL					
Hero	4	Hero	NIL					
Swashbuckler	5 + 1	Hero + 1 or 5 Men	NIL					
Myrmidon	6	Hero + 1 or 6 Men	NIL					
Champion	7 + 1	Superhero – 1	NIL					
Super Hero	8 + 2	Superhero	NIL					
Lord	9 + 3	Superhero + 1	NIL					
Lord, 10th Level	10 + 1	Superhero + 1	NIL					
Magic-Users								
Medium	1	Man	1	–	–	–	–	–
Seer	1 + 1	Man + 1	2	–	–	–	–	–
Conjurer	2	2 Men	3	1	–	–	–	–
Theurgist	2 + 1	2 Men + 1	4	2	–	–	–	–
Thaumaturgist	3	3 Men	4	2	1	–	–	–
Magician	3 + 1	3 Men + 1	4	2	2	–	–	–
Enchanter	4	Hero – 1	4	3	2	1	–	–
Warlock	5	Hero	4	3	3	2	–	–
Sorcerer	6 + 1	Hero + 1	4	3	3	2	1	–
Necromancer	7	Wizard	4	4	3	3	2	–
Wizard	8 + 1	Wizard	4	4	4	3	3	–
Wizard, 12th Level	8 + 2	Wizard	4	4	4	4	4	1
Wizard, 13th Level	8 + 3	Wizard	5	5	5	4	4	2
Wizard, 14th Level	8 + 4	Wizard + 1	5	5	5	4	4	3
Wizard, 15th Level	9 + 1	Wizard + 1	5	5	5	4	4	4
Wizard, 16th Level	9 + 2	Wizard + 2	5	5	5	5	5	5

WITCHES
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Clerics

Acolyte	1	Man	– – – – – –
Adept	2	Man + 1	1 – – – – –
Village Priest	3	2 Men	2 – – – – –
Vicar	4	3 Men	2 1 – – – –
Curate	4 + 1	3 Men + 1	2 2 – – – –
Bishop	5	Hero – 1	2 2 1 1 – –
Lama	6	Hero	2 2 2 1 1 –
Patriarch	7	Hero + 1	2 2 2 2 2 –
Patriarch, 9th Level	7 + 1	Superhero – 1	3 3 3 2 2 –
Patriarch, 10th Level	7 + 2	Superhero – 1	3 3 3 3 3 –

Experience Points: Experience points are awarded to players by the referee with appropriate bonuses or penalties for prime requisite scores. As characters meet monsters in mortal combat and defeat them, and when they obtain various forms of treasure (money, gems, jewelry, magical items, etc.), they gain "experience." This adds to their experience point total, gradually moving them upwards through the levels. Gains in experience points will be relative; thus an 8th-level Magic-User operating on the 5th dungeon level would be awarded 5/8 experience. Let us assume he gains 7,000 Gold Pieces by defeating a troll (which is a 7th-level monster, as it has over 6 hit dice). Had the monster been only a 5th-level one, experience would be awarded on a 5/8 basis as already stated, but as the monster guarding the treasure was a 7th-level one, experience would be awarded on a 7/8 basis thus; 7,000 GP + 700 for killing the troll = 7,700 divided by 8 = 962.5 × 7 = 6,037.5. Experience points are never awarded above a 1 for 1 basis, so even if a character defeats a higher-level monster he will not receive experience points above the total of treasure combined with the monster's kill value. It is also recommended that no more experience points be awarded for any single adventure than will suffice to move the character upwards one level. Thus a "veteran" (1st level) gains what would ordinarily be 5,000 experience points; however, as this would move him upwards two levels, the referee should award only sufficient points to bring him to "warrior" (2nd level), say 3,999 if the character began with 0 experience points.

Levels: There is no theoretical limit to how high a character may progress, i.e. 20th-level Lord, 20th-level Wizard, etc. Distinct names have only been included for the base levels, but this does not influence progression.

Dice for Accumulative Hits (Hit Dice): This indicates the number of dice which are rolled in order to determine how many hit points a character can take. Pluses are merely the number of pips to add to the total of all dice rolled not to each die. Thus a Superhero gets 8 dice + 2; they are rolled and score 1, 2, 2, 3, 3, 4, 5, 6/totals 26 + 2 = 28, 28 being the number of points of damage the character could sustain before death. Whether sustaining accumulative hits will otherwise affect a character is left to the discretion of the referee.

Fighting Capability: This is a key to use in conjunction with the CHAINMAIL fantasy rule, as modified in various places herein. An alternative system will be given later for those who prefer a different method.

Spells & Levels: The number above each column is the spell level (complexity, a somewhat subjective determination on the part of your authors). The number in each column opposite each applicable character indicates the number of spells of each level that can be used (remembered during any single adventure) by that character. Spells are listed and explained later. A spell used once may not be reused in the same day.

Levels Above those Listed: Progressions of Dice for Accumulative Hits, Fighting Capability, and Spells & Levels may not be evident. An 11th-level Lord would get 10 + 3 dice and fight as he did at the 10th level; but at 12th level, he could get 11 + 1 dice and fight at Superhero + 2. At 13th level dice would be 11 + 3 with Fighting Capability at Superhero + 2. A 17th-level Wizard would get 9 + 3 dice and fight as at 16th level, just as an 18th-level Wizard would get dice of 10 + 1 with no change in Fighting Capabilities — the change coming at the 19th level, fighting then being done at Wizard + 3. An 11th-level Patriarch would get dice of 7 + 3 with Fighting Capability unchanged; at 12th level dice would be 8 + 1 with no change in fighting; and at 13th level the Patriarch would get 8 + 2 and fight as a Superhero — the next change in Fighting Capability coming at the 17th level.

Spell progression for Magic-Users is: 17th-level Wizard — 6, 6, 6, 5, 5, 5; 18th-level Wizard — sizes across the board; and so on. Spell progression for Clerics is: 11th-level Patriarch — 4, 4, 4, 3, 3; 12th-level Patriarch — fours across the board; 13th-level Patriarch — 5, 5, 5, 4, 4; and so on.

ALTERNATIVE COMBAT SYSTEM:

This system is based upon the defensive and offensive capabilities of the combatants; such things as speed, ferocity, and weaponry of the monster attacking are subsumed in the matrixes. There are two charts, one for men versus men or monsters and one for monsters (including kobolds, goblins, orcs, etc.) versus men.

ATTACK MATRIX 1.: MEN ATTACKING

TARGET:

Armor Class	Description	20-Sided Die Score to Hit by Level* Level 1–3	4–6	7–9	10–12	13–15	16&+
2	Plate Armor & Shield	17	15	12	10	8	5
3	Plate Armor	16	14	11	9	7	4
4	Chain Mail & Shield	15	13	10	8	6	3
5	Chain Mail	14	12	9	7	5	2
6	Leather & Shield	13	11	8	6	4	1
7	Leather Armor	12	10	7	5	3	1
8	Shield Only	11	9	6	4	2	1
9	No Armor or Shield	10	8	5	3	1	1

*Fighting-Men: Magic-Users advance in steps based on five levels/group (1–5, 6–10, etc.), and Clerics in steps based on four levels/group (1–4, 5–8, etc.). Normal men equal 1st-level fighters.

All attacks which score hits do 1–6 points damage unless otherwise noted.

ATTACK MATRIX II.: MONSTERS ATTACKING

TARGET:

		20-Sided Die Score to Hit by Monster's Dice #							
Armor Class	Description	Dice Up to 1	1 + 1	2–3	3–4	4–6	6–8	9–10	11&+
2	All as in Table	17	16	15	13	12	11	9	7
3	1. above...	16	15	14	12	11	10	8	6
4		15	14	13	11	10	9	7	5
5		14	13	12	10	9	8	6	4
6		13	12	11	9	8	7	5	3
7		12	11	10	8	7	6	4	2
8		11	10	9	7	6	5	3	1
9		10	9	8	6	5	4	2	0

All base scores to hit will be modified by magic armor and weaponry. Missile hits will be scored by using the above tables at long range and decreasing Armor Class by 1 at medium and 2 at short range.

SAVING THROW MATRIX:

Class & Level		Death Ray or Poison	All Wands — Including Polymorph or Paralyzation	Stone	Dragon Breath	Staves & Spells
Fighting-Men	1–3	12	13	14	15	16
Magic-User	1–5	13	14	13	16	15
Cleric	1–4	11	12	14	16	15
Fighter	4–6	10	11	12	13	14
Magic User	6–10	11	12	11	14	12
Cleric	5–8	9	10	12	14	12
Fighter	7–9	8	9	10	10	12
Magic-User	11–15	8	9	8	11	8
Cleric	9–12	6	7	9	11	9
Fighter	10–12	6	7	8	8	10
Magic-User	16+	5	6	5	8	3
Cleric	13+	3	5	7	8	7
Fighter	13+	4	5	5	5	8

Failure to make the total indicated above results in the weapon having full effect, i.e. you are turned to stone, take full damage from dragon's breath, etc. Scoring the total indicated above (or scoring higher) means the weapon has no effect (death ray, polymorph, paralyzation, stone, or spell) or one-half effect (poison scoring one-half of the total possible hit damage and dragon's breath scoring one-half of its full damage). Wands of cold, fire balls, lightning, etc. and staves are treated as indicated, but saving throws being made result in one-half damage.

SPELLS TABLE

Magic-Users:

	1st Level	2nd Level	3rd Level
1.	Detect Magic	Detect Invisible	Fly
2.	Hold Portal	Levitate	Hold Person
3.	Read Magic	Phantasmal Forces	Dispel Magic
4.	Read Languages	Locate Object	Clairvoyance
5.	Protection/Evil	Invisibility	Clairaudience
6.	Light	Wizard Lock	Fire Ball
7.	Charm Person	Detect Evil	Lightning Bolt
8.	Sleep	ESP	Protection/Evil, 10′ r.
9.		Continual Light	Invisibility, 10′ r.
10.		Knock	Infravision
11.			Slow Spell
12.			Haste Spell
13.			Protection/Normal Missiles
14.			Water Breathing

	4th Level	5th Level	6th Level
1.	Polymorph Self	Teleport	Stone to Flesh
2.	Polymorph Others	Hold Monster	Reincarnation
3.	Remove Curse	Conjure Elemental	Invisible Stalker
4.	Wall of Fire	Telekinesis	Lower Water
5.	Wall of Ice	Transmute Rock–Mud	Part Water
6.	Confusion	Wall of Stone	Projected Image
7.	Charm Monster	Wall of Iron	Anti-Magic Shell
8.	Growth/Plant	Animate Dead	Death Spell
9.	Dimension Door	Magic Jar	Geas
10.	Wizard Eye	Contact Higher Plane	Disintegrate
11.	Massmorph	Passwall	Move Earth
12.	Hallucinatory Terrain	Cloudkill	Control Weather
13.		Feeblemind	
14.		Growth of Animals	

SPELLS TABLE

Clerics:

1st Level	2nd Level	3rd Level
1. Cure Light Wounds	Find Traps	Remove Curse
2. Purify Food & Water	Hold Person	Cure Disease
3. Detect Magic	Bless	Locate Object
4. Detect Evil	Speak with Animals	Continual Light
5. Protection/Evil		
6. Light		

4th Level	5th Level
1. Neutralize Poison	Dispel Evil
2. Cure Serious Wounds	Raise Dead
3. Protection/Evil, 10'r.	Commune
4. Turn Sticks to Snakes	Quest
5. Speak with Plants	Insect Plague
6. Create Water	Create Food

Clerics versus Undead Monsters:

Monster

Type	Acolyte	Adept	Village Priest	Vicar	Curate	Bishop	Lama	Patriarch
Skeleton	7	T	T	D	D	D	D	D
Zombie	9	7	T	T	D	D	D	D
Ghoul	11	9	7	T	T	D	D	D
Wight	N	11	9	7	T	T	D	D
Wraith	N	N	11	9	7	T	T	D
Mummy	N	N	N	11	9	7	T	T
Spectre	N	N	N	N	11	9	7	T
Vampire	N	N	N	N	N	11	9	7

Numbers are the score to match or exceed in order to turn away, rolled with two six-sided dice.

T = Monster turned away, up to two dice in number.

D = Dispelled/dissolved, up to two dice in number.

N = No Effect.

A full explanation of each spell follows. Note that underlined Clerical spells are reversed by evil Clerics. Also, note the Clerics versus Undead Monsters table, indicating the strong effect of the various clerical levels upon the undead; however, evil Clerics do not have this effect, the entire effect being lost.

EXPLANATION OF SPELLS:

Magic-Users:

1st Level:

Detect Magic: A spell to determine if there has been some enchantment laid on a person, place or thing. It has a limited range and short duration. It is useful, for example, to discover if some item is magical, a door has been "held" or "wizard locked," etc.

Hold Portal: A spell to hold a door, gate or the like. It is similar to a locking spell (see below) but it is not permanent. Roll two dice to determine the duration of the spell in turns. Dispel Magic (see below) will immediately negate it, a strong anti-magical creature will shatter it and a Knock (see below) will open it.

Read Magic: The means by which the incantations on an item or scroll are read. Without such a spell or similar device magic is unintelligible to even a Magic-User. The spell is of short duration (one or two readings being the usual limit).

Read Languages: The means by which directions and the like are read, particularly on treasure maps. It is otherwise like the Read Magic spell above.

Protection from Evil: This spell hedges the conjurer round with a magic circle to keep out attacks from enchanted monsters. It also serves as an "armor" from various evil attacks, adding a +1 to all saving throws and taking a –1 from hit dice of evil opponents. (Note that this spell is not cumulative in effect with magic armor and rings, although it will continue to keep out enchanted monsters.) Duration: 6 turns.

Light: A spell to cast light in a circle 3" in diameter, not equal to full daylight. It lasts for a number of turns equal to 6 + the number of levels of the user; thus, a 7th-level Magic-User would cast the spell for 13 turns.

Charm Person: This spell applies to all two-legged, generally mammalian figures near to or less than man-size, excluding all monsters in the "Undead" class but including Sprites, Pixies, Nixies, Kobolds, Goblins, Orcs, Hobgoblins and Gnolls. If the spell is successful it will cause the charmed entity to come completely under the influence of the Magic-User until such time as the "charm" is dispelled (Dispel Magic). Range: 12".

Sleep: A Sleep spell affects from 2–16 1st-level types (hit dice of up to 1 + 1), from 2–12 2nd-level types (hit dice of up to 2 + 1), from 1–6 3rd-level types, and but 1 4th-level type (up to 4 + 1 hit dice). The spell always affects up to the number of creatures determined by the dice. If more than the number rolled could be affected, determine which "sleep" by random selection. Range: 24".

2nd Level:

Detect Invisible (Objects): A spell to find secreted treasure hidden by an Invisibility spell (see below). It will also locate invisible creatures. Durations: 6 turns. Range: 1" × the level of the Magic-User casting it, i.e. a "Wizard" would have a range of 11", more if he was above the base value.

Levitate: This spell lifts the caster, all motion being in the vertical plane; however, the user could, for example, levitate to the ceiling, and move horizontally by use of his hands. Duration: 6 turns + the level of the user. Range (of levitation): 2"/level of Magic-User, with upwards motion at 6"/turn.

Phantasmal Forces: The creation of vivid illusions of nearly anything the user envisions (a projected mental image so to speak). As long as the caster concentrates on the spell, the illusion will continue unless touched by some living creature, so there is no limit on duration, per se. Damage caused to viewers of a Phantasmal Force will be real if the illusion is believed to be real. Range: 24".

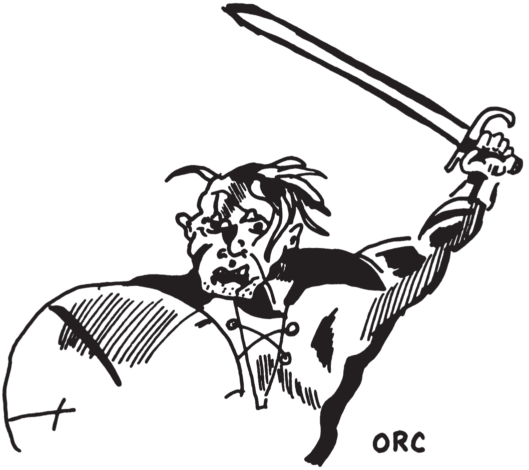
Locate Object: In order for this spell to be effective it must be cast with certain knowledge of what is to be located. Thus, the exact nature, dimensions, coloring, etc. of some magical item would have to be known in order for the spell to work. Well known objects such as a flight of stairs leading upwards can be detected with this spell however. The spell gives the user the direction of the object desired but not the distance. The desired object must be within range. Range: 6" + 1"/level of the Magic-User employing the spell, i.e. a "Necromancer" has a 16" range.

Invisibility: A spell which lasts until it is broken by the user or by some outside force (remember that as in CHAINMAIL, a character cannot remain invisible and attack). It affects only the person or thing upon whom or which it is cast. Range: 24"

Wizard Lock: Similar to a Hold Portal, this spell lasts indefinitely. It can be opened by a Knock without breaking the spell. A Wizard Lock can be passed through without a spell of any kind by a Magic-User three levels above the one who placed the spell.

Detect Evil: A spell to detect evil thought or intent in any creature or evilly enchanted object. Note that poison, for example, is neither good nor evil. Duration: 2 turns. Range: 6".

ESP: A spell which allows the user to detect the thoughts (if any) of whatever lurks behind doors or in the darkness. It can penetrate solid rock up to about 2′ in thickness, but a thin coating of lead will prevent its penetration. Duration: 12 turns. Range: 6"



Continual Light: This spell creates a light wherever the caster desires. It sheds a circle of illumination 24″ in diameter, but does not equal full daylight. It continues to shed light until dispelled. Range: 12″.

Knock: A spell which opens secret doors, held portals, doors locked by magic, barred or otherwise secured gates, etc. Range: 6″.

3rd Level:

Fly: By means of this spell the user is able to fly at a speed of up to 12″/turn. The spell lasts for the number of turns equal to the level of the Magic-User plus the number of pips on a six-sided die which is secretly determined by the referee.

Hold Person: A spell similar to a Charm Person, but which is of both limited duration and greater effect. It will affect from 1–4 persons. If it is cast at only a single person it has the effect of reducing the target's saving throw against magic by –2. Duration: 6 turns + level of the caster. Range: 12″.

Dispel Magic: Unless countered, this spell will be effective in dispelling enchantments of most kinds (referee's option), except those on magical items and the like. This is modified by the following formula. The success of a Dispel Magic spell is a ratio of the dispeller over the original spell caster, so if a 5th-level Magic-User attempts to dispel the spell of a 10th-level Magic-User there is a 50% chance of success. Duration: 1 turn. Range: 12″.

Clairvoyance: Same as ESP spell except the spell user can visualize rather than merely pick up thoughts.

Clairaudience: Same as Clairvoyance except it allows hearing rather than visualization. This is one of the few spells which can be cast through a Crystal Ball (see Vol. II).

Fire Ball: A missile which springs from the finger of the Magic-User. It explodes with a burst radius of 2″ (slightly larger than specified in CHAINMAIL). In a confined space the ~~Fire Ball~~ will generally conform to the shape of the space (elongate or whatever). The damage caused by the missile will be in proportion to the level of its user. A 6th-level Magic-User throws a 6-die missile, a 7th a 7-die missile, and so on. (Note that Fire Balls from Scrolls (see Vol. II) and Wand are 6-die missiles and those from Staves are 8-die missiles. Duration: 1 turn. Range: 24″

Lightning Bolt: Utterance of this spell generates a lightning bolt 6″ long and up to 3/4″ wide. If the space is not long enough to allow its full extension, the missile will double back to attain 6″, possibly striking its creator. It is otherwise similar to a ~~Fire Ball~~, but as stated in CHAINMAIL the head of the missile may never extend beyond the 24″ range.

Protection from Evil, 10′ Radius: A ~~Protection from Evil~~ spell which extends to include a circle around the Magic-User and also lasts for 12 rather than 6 turns.

Invisibility, 10′ Radius: An ~~Invisibility~~ spell with an extended projection but otherwise no different from the former spell. **Infravision:** This spell allows the recipient to see infrared light waves, thus enabling him to see in total darkness. Duration: 1 day. Range of infravision: 40–60′.

Infravision: This spell allows the recipient to see infrared light waves, thus enabling him to see in total darkness. Duration: 1 day. Range of infravision: 40–60′.

Slow Spell: A broad-area spell which affects up to 24 creatures in a maximum area of 6″ × 12″. Duration: 3 turns. Range: 24″.

Haste Spell: This is exactly the opposite of a Slow Spell in effect, but otherwise like it. Note that it will counter its opposite and vice-versa.

Protection from Normal Missiles: The recipient of this charm becomes impervious to normal missiles. This implies only those missiles projected by normal (not above normal) men and/or weapons. Duration: 12 turns. Range: 3″.

Water Breathing: A spell whereby it is possible to breathe underwater without harm or difficulty. Duration: 12 turns. Range 3″.

4th Level:

Polymorph Self: A spell allowing the user to take the shape of anything he desires, but he will not thereby acquire the combat abilities of the thing he has polymorphed himself to resemble. That is, while the user may turn himself into a dragon of some type, he will not gain the ability to fight and breathe, but he will be able to fly. Duration: 6 turns + the level of the Magic-User employing it.

Polymorph Others: Unlike the spell to Polymorph Self, this spell lasts until it is dispelled. The spell gives all characteristics of the form of the creature, so a creature polymorphed into a dragon acquires all of the dragon's ability — not necessarily mentality, however. Likewise, a troll polymorphed into a snail would have innate resistance to being stepped on and crushed by a normal man. Range: 6″.

Remove Curse: A spell to remove any one curse or evil sending. Note that using this spell on a "cursed sword," for example, would make the weapon an ordinary sword, not some form of enchanted blade. Range: Adjacent to the object.

Wall of Fire: The spell will create a wall of fire which lasts until the Magic-User no longer concentrates to maintain it. The fire wall is opaque. It prevents creatures with under four hit dice from entering/passing through. Undead will take two dice of damage (2–12) and other creatures one die (1–6) when breaking through the fire. The shape of the wall can be either a plane of up to 6″ width and 2″ in height, or it can be cast in a circle of 3″ diameter and 2″ in height. Range: 6″.

Wall of Ice: A spell to create a wall of ice six inches thick, in dimensions like that of a Wall of Fire. It negates the effects of creatures employing fire and/or fire spells. It may be broken through by creatures with four or more hit dice, with damage equal to one die (1–6) for non-fire employing creatures and double that for fire-users. Range: 12″

Confusion: This spell will immediately affect creatures with two or fewer hit-dice. For creatures above two hit dice the following formula is used to determine when the spell takes effect: score of a twelve-sided die roll less the level of the Magic-User casting the spell = delay in effect, i.e. a positive difference means a turn delay, while a zero or negative difference means immediate effect. Creatures with four or more hit dice will have saving throws against magic, and on those turns they make their saving throws they are not confused; but this check must be made each turn the spell lasts, and failure means they are confused. The spell will affect as many creatures as indicated by the score rolled on two six-sided dice with the addition of +1 for each level above the 8th that the Magic-User casting the spell has attained. Confused creatures will attack the Magic-User's party (dice score 2–5), stand around doing nothing (6–8), or attack each other (9–12). Roll each turn. Duration: 12 turns. Range: 12″.

Charm Monster: The counterpart of a Charm Person spell which is employable against all creatures. If animals or creatures with three or fewer hit dice are involved determine how many are affected by the spell by rolling three six-sided dice. It is otherwise identical to the Charm Person spell.

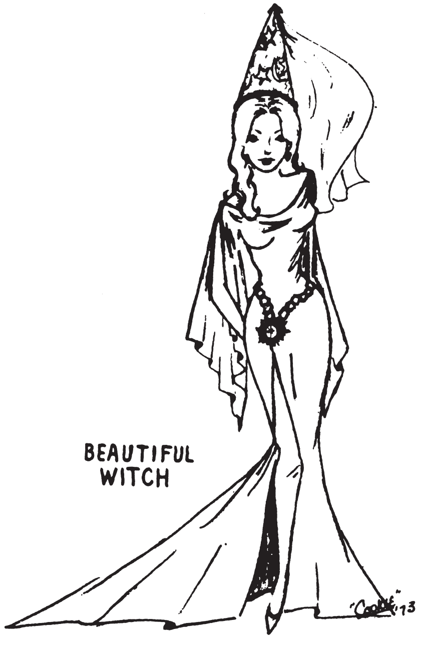
Growth of Plants: This spell causes normal brush or woods to become thickly overgrown and entangled with creepers, vines, thorns, briars and so on, so as to make the area virtually impassable. It will affect an area of up to 30 square inches, the dimensions decided by the caster of the spell. Duration: until the spell is negated by a Dispel Magic. Range: 12″.

Dimension Door: A limited Teleport spell which allows the object to be instantaneously transported up to 36″ in any direction (including up or down). There is no chance of misjudging when using a Dimension Door, so the user always arrives exactly where he calls, i.e. 12″ upwards, 32″ east, etc. Range: 1″.

Wizard Eye: A spell which allows the user to send a visual sensor up to 24″ away in order to observe the scene without himself moving. The "eye" is invisible. It moves 12″/turn. Duration: 6 turns.

Massmorph: This spell is used to conceal up to 100 men (or creatures of near man size) as a woods or orchards. The concealed figures may be moved through without being detected as anything other than trees, and it will not affect the spell. It will be negated by a command for the caster or by means of a Dispel Magic spell. Range: 24″.

Hallucinatory Terrain: By means of this spell, terrain features can either be hidden or created — an illusion which affects a large area. Thus a swamp, hill, ridge, woods, or the like can be concealed or made to appear. The spell is broken when the magicked area is contacted by an opponent. Range: 24″.



5th Level:

Teleport: Instantaneous transportation from place to place, regardless of the distance involved, provided the user knows where he is going (the topography of the arrival area). Without certain knowledge of the destination teleportation is 75% uncertain, so a score of less than 75% of the percentile dice results in death. If the user is aware of the general topography of his destination, but has not carefully studied it, there is an uncertainty factor of 10% low and 10% high. A low score (1–10%) means death if solid material is contacted. A high score (91–100%) indicates a fall of from 10 to 100 feet, also possibly resulting in death. If a careful study of the destination has been previously made, then the Magic-User has only a 1% chance of teleporting low and a 4% chance of coming in high (10–40 feet).

Hold Monster: Same as Hold Person but applicable to Monsters.

Conjure Elemental: A spell to conjure an Air, Water, Fire or Earth Elemental. Only one of each type can be conjured by a Magic-User during any one day. The Elemental will remain until dispelled, but the Magic-User must concentrate on control or the elemental will turn upon its conjurer and attack him (see CHAINMAIL). Conjured elementals are the strongest, with 16 hit dice as is explained in Vol. II, MONSTERS & TREASURE. Range: 24".

Telekinesis: By means of this spell, objects may be moved by mental force. Weight limits are calculated by multiplying the level of the Magic-User by 200 Gold Pieces weight. Thus, a "Necromancer" is able to move a weight equal to 2,000 Gold Pieces. Duration: 6 turns. Range 12".

Transmute Rock to Mud: The spell takes effect in one turn, turning earth, sand, and, of course, rock to mud. The area affected is up to 30 square inches. Creatures moving into the mud will become mired, possibly sinking if heavy enough or losing 90% of movement otherwise, unless able to fly or levitate. The spell can only be countered by reversing the incantation (requiring a ~~Transmute Rock to Mud~~ spell) or by normal process of evaporation (3–18 days as determined by rolling three six-sided dice). Range: 12".

Wall of Stone: The creation of a stone wall two feet thick with a maximum length and height equalling 10 square inches. The wall will last until dispelled, broken down or battered through as a usual stone wall. Range: 6".

Wall of Iron: Like a ~~Wall of Stone~~, but the thickness of the wall is three inches and its maximum area 5 square inches. Duration: 12 turns. Range: 6".

Animate Dead: The creation of animated skeletons or zombies. It in no way brings a creature back to life. For the number of dead animated simply roll one die for every level above the 8th the Magic-User is, thus a "Sorcerer" gets one die or from 1–6 animated dead. Note that the skeletons or dead bodies must be available in order to animate them. The spell lasts until dispelled or the animated dead are done away with.

Magic Jar: By means of this device the Magic-User houses his life force in some inanimate object (even a rock) and attempts to possess the body of any other creature within 12" of his ~~Magic Jar~~. The container for his life force must be within 3" of his body at the time the spell is pronounced. Possession of another body takes place when the creature in question fails to make its saving throw against magic. If the possessed body is destroyed, the spirit of the Magic-User returns to the Magic Jar, and from thence it may attempt another possession or return to the Magic-User's body.

The spirit of the Magic-User can return to the Magic Jar at any time he so desires. Note that if the body of the Magic-User is destroyed the life force must remain in a possessed body or the Magic Jar. If the Magic Jar is destroyed, the Magic-User is totally annihilated.

Contact Higher Plane: This spell allows the magical-type to seek advice and gain knowledge from creatures inhabiting higher planes of existence (the referee). Of course, the higher the plane contacted, the greater the number of questions that can be asked, the greater the chance that the information will be known, and the higher the probability that the question will be answered truthfully. Use the table below to determine these factors, as well as the probability of the Magic-User going insane. Only questions which can be answered "yes" or "no" are permitted.

Plane	# of Questions	Chance of Knowing	Veracity	Insanity
3rd	3	25%	30%	nil
4th	4	30%	40%	10%
5th	5	35%	50%	20%
6th	6	40%	60%	30%
7th	7	50%	70%	40%
8th	8	60%	75%	50%
9th	9	70%	80%	60%
10th	10	80%	85%	70%
11th	11	90%	90%	80%
12th	12	95%	100%	90%

If a Magic-User goes insane, he will remain so for a number of weeks equal to the number of the plane he was attempting to contact, the strain making him totally incapacitated until the time has elapsed. For each level above the 11th, Magic Users should have a 5% better chance of retaining their sanity. The spell is usable only once every game week (referee's option).

Passwall: A spell which opens a hole in a solid rock wall, man-sized and up to 10′ in length. Duration: 3 turns. Range: 3″.

Cloudkill: This spell creates a moving, poisonous cloud of vapor which is deadly to all creatures with less than five hit dice. Movement: 6″/turn according to wind direction, or directly away from the spell caster if there is no wind. Dimensions: 3″ diameter. Duration: 6 turns, but the cloud is dispelled by unusually strong winds or trees. Note that the cloud is heavier than air, so it will sink to the lowest possible level.

Feeblemind: A spell usable only against Magic-Users, it causes the recipient to become feeble-minded until the spell is countered with a Dispel Magic. Because of its specialized nature the Feeblemind spell has a 20% better chance of success, i.e. lowers the Magic-User's saving throw against magic by 4, so that if normally a 12 or better were required to save against magic, a 16 would be required against a Feeblemind. Range: 24″.

Growth of Animals: A spell which will cause from 1–6 normal-sized animals (not merely mammals) to grow to giant-size with proportionate attack capabilities. Duration: 12 turns. Range 12″.

6th Level:

Stone to Flesh: This spell turns stone to flesh, and it is reversible, so as to turn flesh to stone. It is particularly useful in reviving characters who have been "stoned" by some monster. It is permanent unless a reversed spell is used. Range: 12″.

Reincarnation: A spell to bring a dead character back to life in some other form. The form in which the character is Reincarnated is dependent upon his former alignment (Law, Neutrality or Chaos). Use a random determination on the Character Alignment table, and whatever the result is, the reincarnated character is that creature and must play as it. If he comes back as a man, determine which class, and roll a six-sided die to determine which level in that class, and similarly check level for reincarnation as an elf or dwarf.

Invisible Stalker: The conjuration of an extra-dimensional monster which can be controlled with merely a word from the Magic-User who conjured him. The Invisible Stalker will continue on its mission until it is accomplished, regardless of time or distance. They cannot be dispelled once conjured, except through attack. Details of the Invisible Stalker itself will be found in the next volume.

Lower Water: Utterance of this spell causes the water level in a river or similar body of liquid to drop 50% of its depth for ten turns. Range: 24″.

Part Water: A spell which will part water up to 10′ deep for a maximum of six turns. Range: 12″.

Projected Image: By means of this spell the Magic-User projects an image of himself up to 24″ away, and all spells and the like used thereafter appear to originate from the Projected Image. Duration: 6 turns. Range: 24″.

Anti-Magic Shell: A field which surrounds the Magic-User and makes him totally impervious to all spells. It also prevents any spells from being sent through the shell by the Magic-User who conjured it. Duration: 12 turns.

Death Spell: An incantation which kills from 2–16 creatures with fewer than seven hit dice. The creatures must be within an area of 6″ × 6″ to come under the spell. Range: 24″.

Geas: A spell which forces the recipient to perform some task (as desired by the Magic-User casting the Geas). Any attempt to deviate from the performance of the task will result in weakness, and ignoring the Geas entirely brings death. The referee must carefully adjudicate the casting and subsequent performance of the geased individual when this spell is used. Duration: Until the task is completed. Range: 3″.

Disintegrate: This spell will cause material of any kind — other than that of a magical nature — to Disintegrate. It will blast a tree, dragon (if it fails to make its saving throw against magic), wall section, or whatever. Range: 6″

Move Earth: When above ground the Magic-User may utilize this spell to move prominences such as hills or ridges. The spell takes one turn to go into effect. The terrain affected will move at the rate of 6″ per turn. Duration: 6 turns. Range 24″.

Control Weather: The Magic-User can perform any one of the following weather control operations with this spell: Rain, Stop Rain, Cold Wave, Heat Wave, Tornado, Stop Tornado, Deep Clouds, Clear Sky.

Clerics:

1st Level:

Cure Light Wounds: During the course of one full turn this spell will remove hits from a wounded character (including elves, dwarves, etc.). A die is rolled, one pip added, and the resultant total subtracted from the hit points the character has taken. Thus from 2–7 hit points of damage can be removed.

Purify Food & Water: This spell will make spoiled or poisoned food and water usable. The quantity subject to a single spell is approximately that which would serve a dozen people.

Detect Magic: This spell is the same as that for Magic-Users.

Detect Evil: This spell is the same as that for Magic-Users except that it has a duration of 6 turns and a range of 12″.

Protection from Evil: This spell is the same as that for Magic-Users except that it lasts for 12 turns.

Light: This spell is the same as that for Magic-Users, except that it has a basic duration of 12 turns.

2nd Level:

Find Traps: By means of this spell the Cleric will locate any mechanical or magical traps within a radius of 3″. The spell lasts 2 turns.

Hold Person: This spell is the same as that for Magic-Users except that its duration is 9 turns and its range 18″.

Bless: During any turn the prospective recipients of a Bless spell are not in combat the Cleric may give them this benison. A blessing raises morale by +1 and also adds +1 to attack dice. The spell lasts six turns.

Speak with Animals: This spell allows the Cleric to speak with any form of animal life, understanding what they say in reply. There is a possibility that the animal(s) spoken with will perform services for the Cleric, and they will never attack the party the Cleric is with. (The manner of handling the probabilities of action by animals is discussed in the next volume). Duration: 6 turns. Range: 3″.

3rd Level:

Remove Curse: This spell is the same as that for Magic-Users.

Cure Disease: A spell which cures any form of disease. The spell is the only method to rid a character of a disease from a curse, for example.

Locate Object: This spell is the same as that for Magic-Users, except that the base range is 9″.

Continual Light: This spell is the same as that for Magic-Users, except that the light shed ~~is~~ equal to full daylight.

4th Level:

Neutralize Poison: A spell to counter the harmful effects of poison. Note that it will not aid a character killed by poison, however. It will affect only one object. Duration: 1 turn.

Cure Serious Wounds: This spell is like a Light Wound spell, but the effects are double, so two dice are rolled and one pip is added to each die. Therefore, from 4 to 14 hit points will be removed by this spell.

Protection from Evil, 10′ radius: This spell is the same as that for Magic-Users.

Turn Sticks to Snakes: Anytime there are sticks nearby a Cleric can turn them into snakes, with a 50% chance that they will be poisonous. From 2–16 snakes can be conjured (roll two eight-sided dice). He can command these conjured snakes to perform as he orders. Duration: 6 turns. Range 12″.

Speak with Plants: This spell allows the Cleric to speak with all forms of plant life, understanding what they say in reply. Plants so spoken to will obey commands of the Cleric, such as part to allow a passage and so on. This spell does not give the Cleric the power to command trees as Treants do. Duration: 6 turns. Range: 3″.

Create Water: By means of this spell, the Cleric can create a supply of drinkable water sufficient for a party of a dozen men and horses for one day. The quantity doubles for every level above the 8th the Cleric has attained.

5th Level:

Dispel Evil: Similar to a Dispel Magic spell, this allows a Cleric to dispel any evil sending or spell within a 3″ radius. It functions immediately. Duration: 1 turn.

Raise Dead: The Cleric simply points his finger, utters the incantation, and the dead person is raised. This spell works with men, elves, and dwarves only. For each level the Cleric has progressed beyond the 8th, the time limit for resurrection extends another four days. Thus, an 8th-level Cleric can raise a body dead up to four days, a 9th-level Cleric can raise a body dead up to eight days, and so on. Naturally, if the character's Constitution was weak, the spell will not bring him back to life. In any event raised characters must spend two game weeks' time recuperating from the ordeal.

Commune: A spell which puts the Cleric in touch with the powers "above" and asks for help in the form of answers to three questions. Communing is allowed but once each week maximum (referee's option as to making less frequent). Veracity and knowledge should be near total. Once per year a special communing should be allowed wherein the Cleric can ask double the number of questions.

Quest: This is similar to the Geas, except that the character sent upon a Quest by the Cleric is not killed by failure to carry out the service. However, the Cleric may curse him with whatever he desires for failure, and the referee should decide if such a curse will take effect if the character ignores the Quest, basing the effectiveness of the curse on the phrasing of it and the alignment and actions of the character so cursed.

Insect Plague: By means of this spell, the Cleric calls to him a vast cloud of insects and sends them where he will, within the spell range. They will obscure vision and drive creatures with less than three hit dice off in rout. The dimensions of the

Insect Plague are 36 square inches. Duration: 1 game day. Range: 48″. (Note: This spell is effective only above ground.)

Create Food: A spell with which the Cleric creates sustenance sufficient for a party of a dozen for one game day. The quantity doubles for every level above the 8th the Cleric has attained.

Note: There are Anti-Clerics (listed below) who have similar powers to Clerics. Those Clerical spells underlined on the table for Cleric Spells have a reverse effect, all others functioning as noted. The chief exception is the Raise Dead spell which becomes:

> **The Finger of Death:** Instead of raising the dead, this spell creates a "death ray" which will kill any creature unless a saving throw is made (where applicable). Range: 12″. (A Cleric-type may use this spell in a life-or-death situation, but misuse will immediately turn him into an Anti-Cleric.)

Anti-Clerics: Evil Acolyte, Evil Adept, Shaman, Evil Priest, Evil Curate, Evil Bishop, Evil Lama, Evil High Priest.

MAGICAL RESEARCH:

Both Magic-Users and Clerics may attempt to expand on the spells listed (as applicable by class). This is a matter of time and investment. The level of the magic required to operate the spell (determination by referee) dictates the initial investment. Investment for 1st level is 2,000 Gold Pieces, 2nd level is 4,000 Gold Pieces, 3rd level is 8,000 Gold Pieces, 4th level is 16,000 Gold Pieces, 5th level is 32,000 Gold Pieces, and 6th level is 64,000 Gold Pieces. The time required is one week per spell level. For every amount equal to the basic investment spent there is a 20% chance of success, cumulative. An investment of 10,000 Gold Pieces in order to develop a new 1st-level spell, for example, has a 100% chance of success after one game week.

The level of the spell researched must be consistent with the level of the Magic-User or Cleric involved, i.e. the character must be able to use spells equal to or above the level of the one he desires to create.

Once a new spell is created the researcher may include it in the list appropriate to its level. He may inform others of it, thus enabling them to utilize it, or he may keep it to himself.

BOOKS OF SPELLS:

Characters who employ spells are assumed to acquire books containing the spells they can use, one book for each level. If a duplicate set of such books is desired, the cost will be the same as the initial investment for research as listed above, i.e. 2,000, 4,000, 8,000, etc. Loss of these books will require replacement at the above expense.

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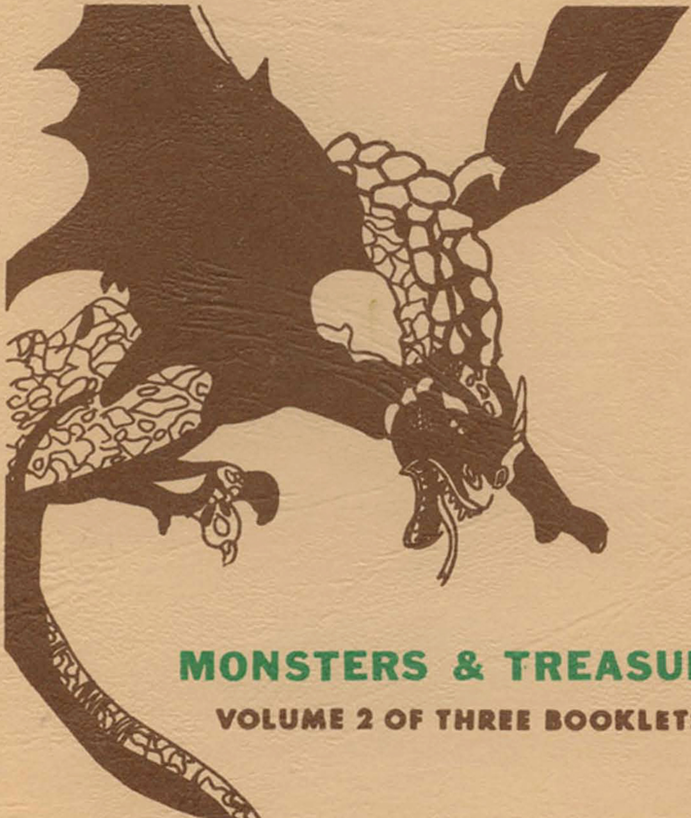

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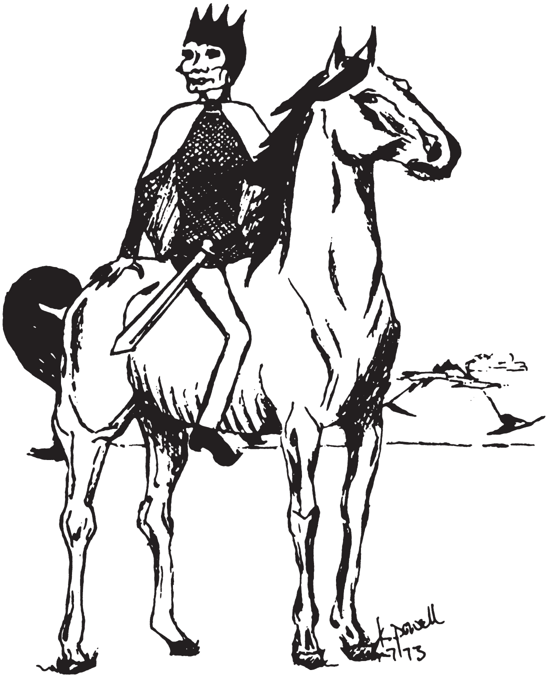

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THE MONSTERS

MONSTER REFERENCE TABLE, HOSTILE & BENIGN CREATURES:

Special characteristics are dealt with in the separate paragraphs pertaining to each monster which follow this table.

Monster Type	**Number Appearing***	**Armor Class**	**Move in Inches****	**Hit Dice**	**% In Lair**	**Type or Amount of Treasure**
Men	30–300	All variable - - - - - - - - - - - -			15%	Type A
Goblins/ Kobolds	40–400	6/7	6	1 – 1/½	50%	1–6 G.P. ea.
Orcs	30–300	6	9	1	50%	Type D
Hobgoblins/ Gnolls	20–200	5	9	1 + 1/2	30%	Type D
Ogres	3–18	5	9	4 + 1	30%	1,000 G.P. + Type C
Trolls	2–12	4	12	6 + 3	50%	Type D
Giants	1–8	4	12	8–12+2	30%	5,000 G.P. + Type E
Skeletons/ Zombies	3–30	7/8	6	½/1	Nil	Nil
Ghouls	2–24	6	9	2	20%	Type B
Wights	2–24	5	9	3	60%	Type B
Wraiths	2–16	3	12/24	4	20%	Type E
Mummies	1–12	3	6	5 + 1	30%	Type D
Spectres	1–8	2	15/30	6	25%	Type E
Vampires	1–6	2	12/18	7–9	20%	Type F
Cockatrices	1–8	6	9/18	5	35%	Type D
Basilisks	1–6	4	6	6 + 1	40%	Type F
Medusae	1–4	8	9	4	75%	Type F
Gorgons	1–4	2	12	8	50%	Type E
Manticores	1–4	4	12/18	6 + 1	25%	Type D
Hydras	5–12 hds.	5	12	5–12	25%	Type B
Chimeras	1–4	4	12/18	9	50%	Type F
Wyverns	1–6	3	9/24	7	60%	Type E
Dragons***	1–4	2	9/24	5–12	60%	Type H
Gargoyles	2–20	5	9/15	4	25%	Type C
Lycanthropes***	2–20	Variable - - - - - - - - - - - - - - -			15%	Type C
Purple Worms	1–4	6	6	15	25%	Type D

Monster Type	Number Appearing*	Armor Class	Move in Inches**	Hit Dice	% In Lair	Type or Amount of Treasure
Sea Monsters	All variable and at referee's discretion -					
Minotaurs	1–8	6	12	6	10%	Type C
Centaurs	2–20	5	18	4	05%	Type A
Unicorns	1–4	2	24	4	Nil	Nil
Nixies	10–100	7	12	1	100%	Type B
Pixies	10–100	6	9/18	1	25%	Type C
Dryads	1–6	5	12	2	20%	Type D
Gnomes	40–400	5	6	1	60%	Type C
Dwarves	40–400	4	6	1	50%	Type G
Elves	30–300	5	12	1 + 1	25%	Type E
Treants	2–20	2	6	8	Nil	Nil
Pegasi	1–12	6	24/48	2 + 2	Nil	Nil
Hippogriffs	2–16	5	18/36	3 + 1	Nil	Nil
Rocs	1–20	4	6/48	6	20%	Type I
Griffons	2–16	3	12/30	7	10%	Type E
Invisible Stalkers	- - - - - - - -	3	12	8	Nil	Nil
Elemental	1	2	Variable - - - - - - - - -		Nil	Nil
Djinn	- - - - - - - -	5	9/24	7 + 1	Nil	Nil
Efreet	- - - - - - - -	3	9/24	10	Nil	Nil
Ochre Jelly	1	8	3	5	Nil	Nil
Black Pudding	1	6	6	10	Nil	Nil
Green Slime	- - - - - - - -	- -	Nil	2	Nil	Nil
Gray Ooze	- - - - - - - -	8	1	3	Nil	Nil
Yellow Mold	- - - - - - - -	- -	- -	- -	Nil	Nil
Light Horse	- - - - - - - -	7	24	2	Nil	Nil
Medium Horse	- - - - - - - -	7	18	2 + 1	Nil	Nil
Heavy Horse	- - - - - - - -	7	12	3	Nil	Nil
Draft Horse	- - - - - - - -	7	12	2 + 1	Nil	Nil
Mule	- - - - - - - -	7	12	2 + 1	Nil	Nil
Small Insects or Animals	6 – 36	Variable -				
Large Insects or Animals	2 – 16	Variable -				

*Referee's option: Increase or decrease according to party concerned (used primarily only for outdoor encounters).

**Number after slash is flying speed. Creature may "charge" also and get bonus to normal move.

***See separate paragraphs regarding each monster for various possibilities.

Special Ability functions are generally as indicated in CHAINMAIL where not contradictory to the information stated hereinafter, and it is generally true that any monster or man can see in total darkness as far as the dungeons are concerned except player characters.

Attack/Defense capabilities versus normal men are simply a matter of allowing one roll as a man-type for every hit die, with any bonuses being given to only one of the attacks, i.e. a Troll would attack six times, once with a +3 added to the die roll. (Combat is detailed in Vol. III.)

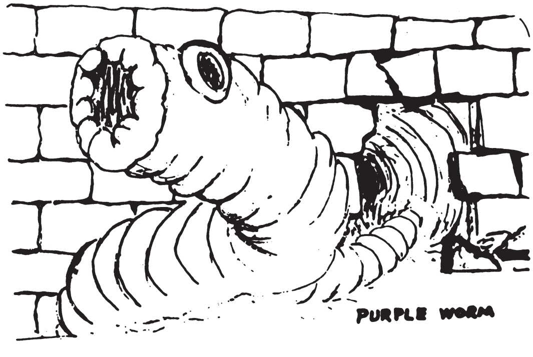
MONSTER DESCRIPTIONS:

MEN: There are several categories of men:

BANDITS: Although Bandits are normal men, they will have leaders who are super-normal fighters, magical types or clerical types. For every 30 bandits there will be one 4th-level Fighting-Man; for every 50 bandits there will be in addition one 5th- or 6th-level fighter (die 1–3 = 5th level, die 4–6 = 6th level); for every 100 bandits there will be in addition one 8th- or 9th-level fighter (die 1–3 = 8th, die 4–6 = 9th). If there are over 200 bandits there will be 50% chance for a Magic-User (die 1–4 = 10th level, die 5–6 = 11th level) and a 25% chance for a Cleric of the 8th level. If there are exactly 300 bandits there will absolutely be a Magic-User, and the chance for a Cleric goes up to 50%. There is also a chance that there will be magical accouterments with the super-normal types:

Type			
5% chance for Fighting-Men for each level, roll for . . .	Armor	Shield	Sword
5% chance for Magic-Users for each level, roll for . . .	Wand/Staff	Ring	Misc. Magic
5% chance for Clerics for each level, roll for . . .	Misc. Weapon*	Armor	Shield

*if edged weapon indicated by roll go to Wand/Staff table and roll again, but if result not usable by Cleric there is no item in this category.



Example of Bandits: Assume 183 bandits are encountered. There will be the following super-normal types with them:

six Fighting-Men of 4th level
three Fighting-Men of 5th or 6th level
one Fighting-Man of the 8th or 9th level (the leader)

Using percentile dice a score of 20% or less would indicate that the 4th-level fighters had magical Armor, Shield, and/or Sword (check for each fighter by category); a roll of 25% or 30% (or less) would indicate the same for the 5th- or 6th-level fighters; and a score of 40% or 50% (or less) would indicate the same for the 8th- or 9th-level fighter.

Armor Class: See Composition of Force below.

Movement in Inches: See Composition of Force below.

Hit Dice: 1 die/man.

Composition of Force: Light Foot (Leather Armor & Shield) = 40%; Short Bow (Leather Armor) or Light Crossbow (same) = 25%; Light Horse (Leather Armor & Shield) = 25%; Medium Horse (Chain Mail & Shield, no horse barding) = 20%. All super-normal individuals with the force will be riding Heavy, barded horses.

Alignment: 50% chance of Neutrality, 50% chance of Chaos.

BERSERKERS: Berserkers are simply men mad with battle-lust. They will have only Fighting-Men with them as explained in the paragraphs above regarding Bandits. They never check morale. When fighting normal men they add +2 to their dice score when rolling due to their ferocity.

Armor Class: Leather Armor.

Movement in Inches: 12″

Hit Dice: 1 die + 1/man.

Alignment: Neutrality.

BRIGANDS: Same as Bandits except +1 morale and Chaos alignment.

DERVISHES: Dervishes are fanatically religious nomads who fight as Berserkers, never checking morale, with +1 on hit dice, and otherwise as Nomads (below), except they will always be led by an 8th–10th level Cleric and are Lawful in alignment.

NOMADS: These raiders of the deserts or steppes are similar to Bandits as far as super-normal types and most other characteristics go:

Composition of Forces:

Nomads of the Desert*		**Nomads of the Steppes**	
Light Horse Lancers	50%	Light Horse Lancers	20%
Light Horse Bowmen	20%	Light Horse Bowmen	50%
Medium Horse Lancers	30%	Medium Horse Lancers	10%
		Medium Horse Bowmen	20%

* Encampments will be guarded by an additional 20–40 medium foot with composite bows.

BUCCANEERS: Buccaneers are water-going Bandits in all respects except composition of their force.

Composition of Force: Light Foot = 60%; Light Crossbow = 30%; and Heavy Crossbow (Chain Mail) 10%, crossbows are heavy.

PIRATES: Pirates are the same as Buccaneers except they are aligned with Chaos.

CAVEMEN: Cavemen fight as 2nd-level Fighting-Men, armed with weapons equal to Morning Stars. They have no armor but get 2 Hit Dice. They have –1 morale. Alignment is always Neutrality.

MERMEN: Mermen are similar to Berserkers in most respects, but they fight at –1 on land. They are armed with tridents and darts (50/50). Armor class is equal to Leather Armor.

GOBLINS: These small monsters are as described in CHAINMAIL. They see well in darkness or dim light, but when they are subjected to full daylight they subtract –1 from their attack and morale dice. They attack dwarves on sight. Their hit dice must always equal at least one pip.

Composition of Force: When in their lair the "goblin king" will be found. He will fight as a Hobgoblin in all respects. He will be surrounded by a body of from 5–30 (roll five six-sided dice) guards as Hobgoblins also.

KOBOLDS: Treat these monsters as if they were Goblins except that they will take from 1–3 hits (roll a six-sided die with a 1 or 2 equalling 1 hit, a 3 or 4 equalling 2 hits, etc.).

ORCS: The number of different tribes of Orcs can be as varied as desired. Once decided upon, simply generate a random number whenever Orcs are encountered, the number generated telling which tribe they belong to, keeping in mind inter-tribal hostility. When found in their "lair" it will be either a cave complex (die 1–4) or a village (die 5–6). The cave complex will be guarded by sentries. A village will be protected by a ditch and palisade defense, 1 light catapult per 50 Orcs, and a high central tower of some kind. Orcs found in a cave will possibly have strong leader/protector types, as will those in villages:

	Cave Complex	**Village**
7th- to 9th-level Fighting-Man	Nil	25%/100 Orcs
11th-level Magic-User	Nil	10%/100 Orcs
Dragon	10%/100 Orcs	Nil
1–6 Ogres	10%/50 Orcs	15%/50 Orcs
1–4 Trolls	10%/100 Orcs	Nil

Orcs will defend their lair without morale checks until they are outnumbered by 3 to 1.

If found other than in their lair Orcs may be escorting a wagon train of from 1–8 wagons. There is a 50% chance for this. Each wagon will be carrying from 200–1,200 Gold Pieces. Wagon trains will have additional Orcs guarding them, 10 per wagon, and be led by either a Fighting-Man (die 1 = Champion, die 2–4 = Superhero, die 5–6 = Lord) or Magic-User (die 1 = Sorcerer, die 2–4

= Necromancer, die 5–6 = Wizard), 50% chance for either (die 1–3 = fighter, die 4–6 = magical type.)

Note that if Orcs are encountered in an area which is part of a regular campaign map their location and tribal affiliation should be recorded, and other Orcs located in the same general area will be of the same tribe.

Orcs do not like full daylight, reacting as do Goblins. They attack Orcs of different tribes on sight unless they are under command of a stronger monster and can score better than 50% on an obedience check (4–6 with a six-sided die for example).

HOBGOBLINS: These monsters are large and fearless Goblins, having +1 morale. The Hobgoblin king will fight as an Ogre, as will his bodyguard of from 2–4 in number.

GNOLLS: A cross between Gnomes and Trolls (. . . perhaps, Lord Sunsany did not really make it all that clear) with +2 morale. Otherwise they are similar to Hobgoblins, although the Gnoll king and his bodyguard of from 1–4 will fight as Trolls but lack regenerative power.

OGRES: These large and fearsome monsters range from 7 to 10 feet in height, and due to their size will score 1 die +2 (3–8) points of hits when they hit. When encountered outside their lair they will carry from 100 to 600 Gold Pieces each.

TROLLS: Thin and rubbery, loathsome Trolls are able to regenerate, so that beginning the third melee round after one is hit it will begin to repair itself. Regeneration is at the rate of 3 hit points per turn. Even totally sundered Trolls will regenerate eventually, so that unless they are burned or immersed in acid they will resume combat when they have regenerated to 6 or more hit points. In strength they are about equal to an Ogre, but as they use only their talons and fangs for weapons, only one die of damage is scored when they hit an opponent.

GIANTS: As stated in CHAINMAIL, Giants act as mobile light catapults with a 20′ range. Due to their huge weapons all Giants will score two dice of damage when hitting an opponent. Wandering Giants will carry from 1,000 to 6,000 Gold Pieces with them in their usual copious shoulder sack. Note that there can be many types of Giants including the following:

Giant Type	Hit Dice	Lair is	Approx. Size	Unusual Characteristics
Hill Giant	8	Cave	12′	None
Stone Giant	9	Cave	15′	Throw as heavy catapult
Frost Giant	10 + 1	Castle	18′	Impervious to cold 2 dice + 1 hit damage
Fire Giant	11 + 3	Castle	12′	Impervious to fire 2 dice + 2 hit damage
Cloud Giant	12 + 2	Castle	20′	Keen sense of smell 3 dice hit damage

Hill Giants are the most common (60%) while the others are seldom encountered (10% each type, total 40%). Those Giants who abide in castles sometimes have additional guards. There is a 50% chance that some other monster will be there: die 1–4 = a Hydra of from 5–10 heads; die 5 or 6 is either from 6–36 wolves or from 3–18 bears.

SKELETONS/ZOMBIES: Skeletons and Zombies act only under the instructions of their motivator, be it a Magic-User or Cleric (Chaos). They are usually only found near graveyards, forsaken places, and dungeons; but there is a possibility of their being located elsewhere to guard some item (referee's option). There is never any morale check for these monsters; they will always attack until totally wiped out.

GHOULS: As stated in CHAINMAIL for Wights, Ghouls paralyze any normal figure they touch, excluding Elves. They otherwise melee in the regular fashion and are subject to missile fire. Any man-type killed by a Ghoul becomes one.

WIGHTS: Wights are nasty critters who drain away life energy levels when they score a hit in melee, one level per hit. Thus a hit removes both the hit die and the corresponding energy to fight, i.e. a 9th-level fighter would drop to 8th level. Wights cannot be affected by normal missile fire, but silver-tipped arrows will score normal damage, and magic arrows will score double hits upon them. Magical weapons will score full hits upon them, and those with a special bonus add the amount of the bonus in hit points to the hits scored. Men-types killed by Wights become Wights. An opponent who is totally drained of life energy by a Wight becomes a Wight.

WRAITHS: These monsters are simply high-class Wights with more mobility, hit dice, and treasure. Hits by silver-tipped arrows will score only 1/2 die of damage, and magic arrows only score 1 die of damage when they hit.

MUMMIES: Mummies do not drain life energy as Wights and Wraiths do, but instead their touch causes a rotting disease which makes wounds take ten times the usual time for healing. A Cleric can reduce this to only twice as long with a Cure Disease spell if administered within an hour. Only magic weaponry will hit Mummies, and all hits and bonuses are at one-half value against them. Note, however, that Mummies are vulnerable to fire, including the ordinary kind such as a torch.

SPECTRES: These monsters have no corporeal body which makes them totally impervious to all normal weaponry (but can be struck by all magical weapons), including silver-tipped arrows. They drain two life energy levels when they score a hit. Men-types killed by Spectres become Spectres under the control of the one who made them.

VAMPIRES: These monsters are properly of the "Undead" class rather than Lycanthropes. If they are exposed to direct rays of sunlight, immersed in running water, or impaled through the heart with a wooden stake they are killed; otherwise they can be hit only as Spectres, but such hits do not kill them but only force them to assume gaseous form if they lose all hit points. Vampires drain two life energy levels as do Spectres when they hit an opponent in combat. They regenerate during combat as do Trolls, but they do so immediately upon being hit at the rate of three hit points per turn. Vampires can command help by calling to them from 10 to 100 rats or bats or from 3 to 18 wolves. They can polymorph themselves into either a huge bat or into a gaseous form, doing either at will. They Charm men-types merely by looking into their eyes (treat as a Charm Person spell with a minus 2 for the object's saving throw against magic). Vampires cannot abide the smell of garlic, the face of a mirror, or the sight of a cross. They will fall back from these if strongly presented. They must always return to a coffin whose bottom is covered with soil from their native land during the daylight hours. Men-types killed by Vampires become Vampires under the control of the one who made them.

COCKATRICE: The Cockatrice is a less powerful but more mobile Basilisk. It turns opponents to stone by touch. The Cockatrice is able to fly. They are not intelligent.

BASILISK: Although this creature cannot fly, it has the power of turning to stone those whom it touches and those who meet its glance, but it in turn can be petrified by the reflection of its own eyes if the light is sufficient, and it looks at a good reflector. The Basilisk is not intelligent.

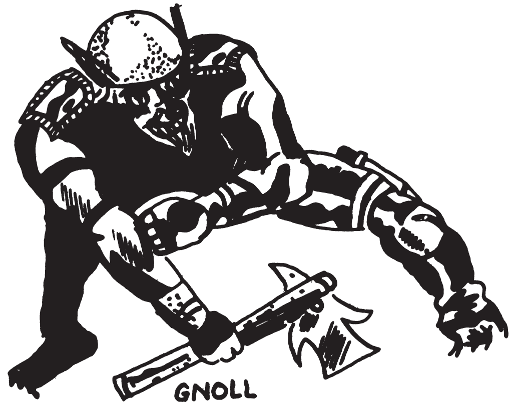
MEDUSAE: A human-type monster with the lower body of a snake, a human torso and head, with tresses which are asps. It is able to turn those who look at its eyes to stone, while the bite of the snakes which cover its head is deadly (poison). As it is intelligent it will cleverly attempt to beguile victims into looking at it. It also is subject to the effects of its reflected glance.

GORGONS: These bull-like monsters have scales of iron covering their hides and a breath which is capable of turning to stone those who are within its 6′ range.

MANTICORES: Huge, lion-bodied monstrosities with a man's face, horns, dragon wings, and a tail full of iron spikes. There are 24 of these spikes in a Manticore's tail, and they can be fired 6 at a time in any one direction with the range (18″) accuracy and effect of a crossbow. Their favorite prey is man.

HYDRAS: Unlike the standard mythological concept of the Hydra being a snake with many heads, these beasts are large dinosaurs with multiple heads. Because of its size and constitution, each head is represented by one hit die, and the hit die per head is generally of six pips. Thus a six-headed Hydra has six hit dice of six pips each, or 36 total points. When six hit points are scored on it one head is then killed. Hydras of five heads fight as 5th-level fighters, those with six as 6th-level fighters, and so on. A ten-headed Hydra would fight as a 10th-level fighter even when it had but one head left. Usually all of a Hydra's heads can attack simultaneously.

CHIMERAS: Combining the worst of many creatures, a Chimera has the forebody of a great cat, the hind quarters of a goat, dragon wings, and three heads. The goat's head can gore with its long and sharp horns, the lion's head can tear with its great fangs, and the dragon's head can either bite or breathe fire (but with a range of only 5″ and but three dice damage).



WYVERNS: These monsters are relatives of Dragons, but they are smaller and have but two legs. A Wyvern hasn't the fearsome breath of a true Dragon, but they are equipped with a poisonous sting in their tail and poison enough to use it repeatedly. It is their primary defense, and they will use it two-thirds of the time (biting otherwise, die 5 or 6 indicates the latter). The tail is mobile and can be brought over the back to reach any opponent standing before its head.

DRAGONS: There are six varieties of Dragons, each with separate characteristics in particular and other things in common. The varieties will be dealt with first:

Dragon Type	Breath Weapon	Range & Shape	Hit Dice	Talking/Sleeping
White	Cold	8″ × 3″ cone	5–7	25% / 60%
Black	Acid	6″ × 1/2″ line	6–8	40% / 50%
Green	Chlorine Gas	5″ × 4″ cloud	7–9	55% / 40%
Blue	Lightning	10″ × 1/2″ line	8–10	70% / 30%
Red	Fire	9″ × 3″ cone	9–11	85% / 20%
Golden	Fire or Gas	(as applicable)	10–12	100% / 10%

Breath Weapons: The Dragon is able to use its breath but three times per day, so sometimes it will bite instead. To determine this simply roll two six-sided dice; a score of six or less indicates the Dragon will bite, but a seven or better indicates it will breathe.

Cone-shaped breath weapons originate from the mouth of the Dragon at 1/2″ diameter.

Line-shaped breath weapons will travel in a straight line beginning at the height of the Dragon's head at the time it releases.

Cloud-shaped breath weapons extend from ground level to a height of 3″.

Hit Dice: The number of dice is an indication of the size of the creature. Most will fall in the middle, but 20% will be small and 20% very large. The value of the hit dice, as well as the value of the breath weapon, will be subject to the maturity of the Dragon.

Maturity:

Die Roll to Determine	Description/Age	Value of Hit Dice and Breath Weapon
1	Very Young/1–5 years	1 per die
2	Young/6–15 years	2 per die
3	Sub-Adult/16–25 years	3 per die
4	Adult/26–75 years	4 per die
5	Old/76–100 years	5 per die
6	Very Old/100+ years	6 per die

Special Characteristics:

White Dragons will be found only in cold regions.

Black Dragons will be found only in swamps and marshes. If the Dragon can talk there is a 5% chance it can use magic, 1st level only.

Green Dragons frequent woods and forests. If the Dragon can talk there is a 10% chance it can use magic, 1st- and 2nd-level spells.

Blue Dragons are at home in the deserts and arid lands. There is a 15% chance that talking Blue Dragons can use magic spells of 1st and 2nd level.

Red Dragons inhabit mountainous and hilly regions. If the dragon can talk there is a 15% chance it can use magic, 1st through 3rd levels.

Golden Dragons are able to abide anywhere, as they are actually a class unto themselves. These monsters are by far the most intelligent of all their kind, and they are able to use magic. They can employ spells up to the 6th level, gaining one level for each of their stages of maturity, having one spell for each hit die they have. Golden Dragons are the only Dragons which are Lawful in nature although this exception is not noted on the Alignment table. They will often appear as human or in some other guise. They will not usually serve any character.

Attacking Dragons: Sleeping Dragons may be attacked with a free melee round by the attacker and +2 on hit dice for chances of hitting.

Certain weapons will be more or less effective than others against the various types of Dragons. This is indicated on the following chart, the number indicating the addition or subtraction for the probability of hitting as well as the amount of damage done.

Dragon Type	**Attack by:**	**Water**	**Fire***	**Ltng.**	**Air****	**Earth*****
White		–1	+1	+1	—	–1
Black		+1	—	—	—	–1
Green		—	—	—	+1	—
Blue		–1	+1	–1	—	—
Red		+1	–1	—	–1	–1
Golden		—	—	—	—	—

*Includes attack by Efreet or Fire Elementals.
**Includes "whirlwind," Air Elemental, or Djinn attack.
***Attack by an Earth Elemental.

Subduing Dragons: Any attack may be to subdue rather than to kill, but this intent must be announced before melee begins. When intent to subdue is announced, hits scored upon the Dragon are counted as subduing rather than killing points. Each round of melee the number of points scored in hits is ratioed over the total number the Dragon has (hit point total), the hits obtained being stated as a percentile of the total possible, i.e. 12%, 67%, etc. The percentile dice are then rolled to determine if the Dragon has been subdued. A roll equal to or less than the percentage of hits already obtained means the Dragon is subdued. For example:

> A "Very Old" 11 Hit Dice Red Dragon is encountered asleep in its cavernous lair. Three fighters creep in and strike to subdue. All three hit, scoring respectively 2,3, and 6 points, or 11 points total. 11 ratioed over 66 (the number of hit points the Dragon can absorb before being killed or in this case subdued) is 1/6th or 17%. The referee checks to determine if the Dragon is subdued and rolls over 17 on the percentile dice. The Dragon is not subdued, and a check is then made to see whether he will bite or use his breath weapon during the second melee round. The result indicates he will breathe. The attackers strike again and once more all hit for a total of 12 points. The Dragon breathes and as none make their saving throws the attackers are all killed for they take 66 points of damage from Dragon fire. Subsequently, the referee rolls 01 on the percentile dice (any roll up to 34 would have indicated success) indicating that had the attackers survived, they would have subdued the Red Dragon that turn.

Not more than eight man-sized creatures can attempt to subdue any one Dragon.

Value of Subdued Dragons: Subdued Dragons can be sold on the open market (going out of existence in the game) for from 500 to 1,000 Gold Pieces per hit point it can take. Thus, the Red Dragon in the above example would be worth from 33,000 to 66,000 Gold Pieces. Offers are determined by the referee merely by rolling a six-sided die to see if the offer will be 500 (die 1), 600 (die 2), etc. Gold Pieces. Of course the character or characters who subdued the Dragon could keep it in their own service or sell it to other players for whatever they could get.

Length of Subdual: A subdued Dragon will remain in that state until such time as an opportunity presents itself to escape or kill its master, but as long as the master is in a commanding position it will not attempt either course.

Two or More Dragons: If two Dragons are encountered they will be a mated pair of at least the 4th age category. If three or four Dragons are encountered they will constitute a family group of a male, female and one or two young. The adults will be of the 4th or greater age category, the young of the 1st. If the young are attacked both parents will automatically use their breath weapons. If the female is attacked the male will attack at double value unless he is simultaneously attacked, and vice versa.

Dragon Treasure: Very Young and Young Dragons are unlikely to have acquired treasure. Sub-Adult Dragons will have about half the indicated treasure for Dragons. Very Old Dragons can have as much as twice the indicated amount.

GARGOYLES: As depicted in medieval architecture, the Gargoyle is a reptilian beast with horns, talons, fangs, bat-like wings, and is often bipedal. They are hostile and generally (75%) attack with no provocation regardless of the fact that they may be attacking other Chaotic creatures. They are at least semi-intelligent, and usually can be relied upon to behave with forethought and planning. Only magical weapons/attacks affect Gargoyles.

LYCANTHROPES: There are four kinds of Lycanthropes with varying Armor Class, Movement, and Hit Dice. Only silver weapons or magical weapons/attacks affect Lycanthropes.

Type	Armor Class	Movement	Hit Dice	Alignment
Werewolf	5	15	4	Neutral/Chaos
Wereboar	4	12	4 + 1	Neutral/Chaos
Weretiger	3	12	5	Neutral/Chaos
Werebear	2	9	6	Law/Neutral

Groups of Lycanthropes are either packs or family packs. Packs are from 2–4. Family packs are from 5–8. Groups of from 8 to 20 are more likely to be packs (two-thirds) than several family packs (one-third).

A family pack will consist of two adults and the balance of young of varying age (one-half to nine-tenths grown). If the young are attacked the female adult will fight at triple value for four melee rounds, but thereafter drop to one-half value. If an adult female is attacked its mate in the family pack will fight at double value thereafter.

When adults are killed all young under nine-tenths grown will be subdued, those of nine-tenths growth will fight until dead. Anyone seriously wounded by Lycanthropes (assume about 50% of total possible damage) will be infected and himself become a similar Lycanthrope within 2–24 days unless they are given a Cure Disease spell by a Cleric.

PURPLE WORMS: These huge and hungry monsters lurk nearly everywhere just beneath the surface of the land. Some reach a length of 50 feet and a girth of nearly 10 feet diameter. There is a poisonous sting at its tail, but its mouth is the more fearsome weapon, for it is so large as to be able to swallow up to ogre-sized opponents in one gulp. Any hit which scores over 20% of the minimum total required to hit, or 100% in any case, indicates the Purple Worm has swallowed its victim. In six turns the swallowed creature will be dead. In twelve turns it will be totally digested and irrecoverable. Purple Worms never check morale and will always attack.

SEA MONSTERS: As a general rule these creatures are more for show than anything else. However, they could guard treasure. The typical Sea Monster of mythology is equal in size to a Purple Worm, and they work upwards from there to double or treble that size. The best guide is a book on prehistoric life forms, from which the referee can pick a number of suitable forms for his Sea Monster. Typically, hits from a Sea Monster would inflict 3 or 4 dice of damage.

MINOTAURS: The Minotaur is classically a bull-headed man (and all of us who have debated rules are well acquainted with such). Assume that they are above human size and are man-eaters. Minotaurs need never check morale. They will always attack. They will pursue as long as their prey is in sight.

CENTAURS: At worst these creatures are semi-intelligent, and therefore Centaurs will always carry some form of weapon: 50% of a group will carry clubs (equal to Morning Stars), 25% will carry lance-like spears, and the balance will be armed with bows (composite bow, foot-type). In melee the Centaur will attack twice, once as a man and once as a medium horse. Centaurs will be found in hidden glens. It is there that both their females and young are and where their treasure is hidden. In the lair (glen) will be found from 1–6 additional males, females equal in number to twice the total number of males, and young equal to the number of males. Females are not generally armed and will not fight, and the young are also non-combatant, except in life-and-death situations.

UNICORNS: Only a maiden (in the strictest sense of the term) of pure and noble heart may approach the fierce and elusive Unicorn. Unicorns may be ridden by maiden-warriors and will obey them. Otherwise, they will avoid human contact, unless pressed. When attacking, the Unicorn fights as a lance on its first charge and as spear and heavy horse thereafter. In addition Unicorns are very magical. They resist magic as if they were an 11th-level Magic-User. They can sense the approach of enemies at 24″. They are able to transport both themselves and their riders as if they were using a Dimension Door spell, up to the full 36″ distance, once per day.

NIXIES: These water sprites are neutral in nature, but they will always seek to lure humans beneath the waters to enslave them for one year. For every 10 Nixies that appear there will be one Charm Person spell being cast at any person within 3″ of their lair. Any charmed character will immediately proceed underwater and remain there until the year is up when he is freed. A Dispel Magic spell has a 75% chance of succeeding before the charmed character is immersed. Nixies are otherwise armed with daggers and javelins (6″ throwing range). In the water they will be accompanied by a school of the largest and fiercest fish living therein—probably muskie, pike, or gar – the size of the school being 10–100 fish. The fish will attack on command from the Nixies, but flame (such as a flaming sword) will keep the fish back but not the Nixies.

PIXIES: Air sprites as described in CHAINMAIL, Pixies can be made visible, or make themselves visible, but they are naturally invisible to human eyes. Therefore, they are able to attack while remaining generally invisible. They can be seen clearly only when a spell to make them visible is employed, although certain monsters such as Dragons and high-level fighters will be aware of their presence.

DRYADS: The beautiful tree sprites of mythology. Dryads are each a part of their own respective tree and will stay within 24″ of their trees. They are shy and non-violent, but they have a powerful Charm Person spell with a +10% chance of succeeding, and anyone who approaches/follows a Dryad is likely (90%) to have the spell thrown at him. Anyone charmed by a Dryad will never return from the forest. Dryads have exact knowledge of the woods around them.

GNOMES: Slightly smaller than Dwarves, and with longer beards, these creatures usually inhabit the hills and lowland burrows as opposed to the mountainous homes which Dwarves choose. They are more reclusive than their cousins, but in all other respects resemble Dwarves.

DWARVES: Because of their relatively small size, clumsy monsters like Ogres, Giants and the like will have a difficult time hitting Dwarves, so score only one-half the usual hit points when a hit is scored. Any body of Dwarves will have one above average fighter for every 40 in the group, and to determine the level simply roll a six-sided die, the number of pips equalling the level of fighting of the dwarf. If in their lair the score will be adjusted so that 1 or 2 equals 3rd level, 3 or 4 equals 4th level and 5 or 6 equals 5th and 6th levels respectively. For every level of fighting ability there will be a 10% chance that the dwarf will have a magic shield, magic armor, or a magic sword (die 1–4) or hammer (die 5, 6). Unintelligent beasts may sometimes be used by Dwarves to form a part of their defenses (domesticated bears, wolves, or whatever, at the referee’s option). They are otherwise as outlined in CHAINMAIL.

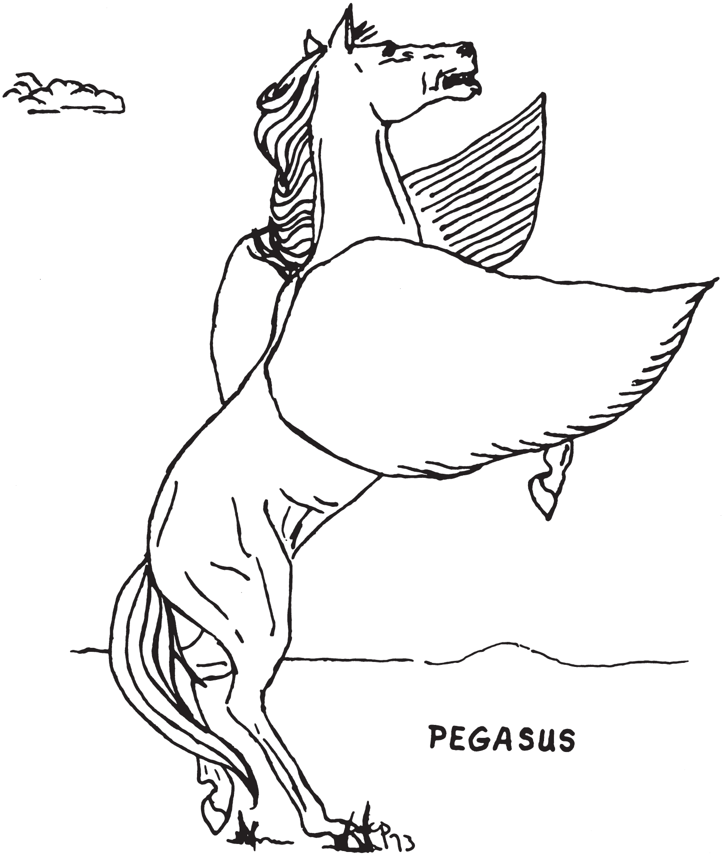
ELVES: Elves are of two general sorts, those who make their homes in woodlands and those who seek the remote meadowlands. For every 50 Elves encountered there will be one of above-normal capabilities. Roll a four-sided die for level of fighting and a six-sided die for level of magical ability, treating any 1’s rolled as 2’s and 6’s (magical level), as 5’s. For every 100 encountered there will be a Hero/Warlock. One-half of the Elves in any given party will be bow armed, the other half will bear spears, and all will have swords in addition. Elves have the ability of moving silently and are nearly invisible in their gray-green cloaks. Elves armed with magical weapons will add one pip to dice rolled to determine damage, i.e. when a hit is scored the possible number of damage points will be 2–7 per die. Elves on foot may split-move and fire. Mounted Elves may not split-move and fire, for they are not naturally adapted to horseback.

TREANTS: These tree-like creatures are encountered only in forests and woodlands. They have the ability to command plants like themselves, so if they are within 6″ of a tree they may cause it to move 3″ per turn, each commanding up to two trees in this manner. Although Lawful in nature, Treants are not prone to involve themselves in affairs which do not directly concern them.

PEGASI: Winged horses are wild and shy, being most difficult to capture. They will serve only Lawful characters, and once captured Pegasi are the equal to any horse in battle, for they fight as heavy horses.

HIPPOGRIFFS: Although the name would imply a cross between the horse and the Griffon, the Hippogriff is another kind of beast entirely. They are fierce fighters, attacking with both their hooves and with their sharp beaks. They are otherwise similar to Pegasi in nature, although the two creatures do not herd together and will normally fight each other.

ROCS: This term has been used to encompass large and fierce birds; the Roc of mythology preys upon elephants! Therefore, the data given for Rocs is understood to be that for the small variety, and that for the largest Rocs should be doubled or even trebled. All Rocs nest high in the most inaccessible mountains, and if an encounter is made when Rocs are in their lair, which is their nest, there is a 50% chance there will be from 1–6 young therein (eggs, chicks, or fledglings). Young Rocs can be tamed and taught to serve as steeds. Adults are always hostile if there are young in the nest. Otherwise they will be positively hostile only to Chaos and Neutrality, ignoring (80%) or being friendly (20%) to Lawful characters who do not attempt to approach too close.



GRIFFONS: These creatures are the most prized of steeds, for they are swift, loyal, and fierce. However, they are fond of horse flesh above all other foods, so the two creatures cannot be mixed or even brought within 36″ of each other. In their wild state Griffons will attack anyone nearby with little provocation, particularly if their lair is nearby.

INVISIBLE STALKERS: As previously noted (Vol. I) these are monsters created by level 6 spells, uttered directly or from scrolls. They are faultless trackers. They follow continually until their mission is accomplished at which time they return to the non-dimension from whence they came. Until their mission is completed they will never vary, and must be destroyed by attack to be stopped, although a *Dispel Magic* spell will also work. The referee should note, however, that Invisible Stalkers resent missions which entail long periods of continuing service such as guarding a Magic-User for a month, a year, etc. They will then seek to fulfill the *letter* of their duties by perverting the *spirit*. For example: An Invisible Stalker is ordered to: “Guard me against all attack, and see that I come to no harm.” In order to faithfully fulfill this endless duty the Invisible Stalker will have to take the Magic-User to its non-dimensional plane and place him in suspended animation, and assume this is accomplished whenever a 12 is rolled with two six-sided dice, checking either daily or weekly as the campaign progresses.

ELEMENTALS: There are four types of Elementals: Air, Earth, Fire, and Water. Each will be dealt with separately. There are variations of strength (hit dice) within all four types:

Conjured Elementals	16 Hit Dice
Device* Elementals	12 Hit Dice
Staff Elementals	8 Hit Dice

*Those from medallions, stones, gems, or bracelets.

Regardless of the strength of an Elemental, only one of each type can be brought into existence during any “day.” Thus, if a character possessed a device to call up an Air Elemental, but before he could employ it an opponent conjured an Air Elemental, another could not be created until the next day. *Only magical weapons/attacks affect Elementals.*

Air Elementals: Air Elementals move only by flying, moving at a maximum rate of 36″. When engaged in combat in the air they add +1 to damage scored from hits. They normally do one die roll of damage. They can turn into a whirlwind which will sweep all creatures under two hit dice away, the whirlwind being conical in shape, 3″ diameter at the base, 6″ diameter at the top, and as high as the number of hit dice possessed by the Elemental (16″, 12″ or 8″). Forming a whirlwind requires one full turn as does dissolving it.

Earth Elementals: Earth Elementals move but 6″ per turn and can not cross water. However, when they hit they score damage with three dice (3–18 points) against any opponent which rests upon the earth, and they score two dice of damage against all other opponents. They have the effect of a super battering ram against walls, scoring damage as if they were striking an opponent (3–18 points).

Fire Elementals: Fire Elementals move up to 12″ per turn. They score two dice of damage against all non-fire-using opponents, and one die –1 (2–7 hit points of damage) against fire-using opponents. They act as incendiaries when in contact with inflammable material. They cannot cross water. They are brought forth from flame of considerable heat, i.e. a large fire, lava pool, etc.

Water Elementals: Water Elementals are generally confined to water, being able to move only 6″ from such a body of liquid. They move at a rate of 18″ per turn in water, 6″ outside water. In water they do damage equal to two dice, while out of water they do but one die of damage when meleeing. Water Elementals can only be brought forth from a considerable body of water, i.e. a pond, stream, or larger body of water.

All elementals must be controlled at all times by the persons who have called them forth. Failure to control any elemental will result in its turning upon the one who called it up and attacking. The returning/attacking Elemental will move directly toward the one who summoned it, attacking anything that gets in its path as it returns. Note that once control is lost it can never be re-established. Control consists merely of the summoner maintaining undivided attention upon the Elemental; and being attacked, moving, or any other action will tend to break this concentration.

No Elemental may be hit by normal men unless magically armed.

DJINN: All Djinn are aerial creatures and have not the powers typically credited to them in fairy tales. They fight as Giants with a −1 as far as damage is concerned, thus doing from 1–11 points of damage when hitting. They can carry up to 6,000 Gold Pieces in weight, walking or flying (the latter for short periods only). They can create food which is nutritionally sound. They can create drinkable beverages. They can create soft goods and wooden objects of permanence, but metallic items last but a short time when created by them (the harder the metal the shorter its life), so that Djinn-Gold lasts but one day. They can create illusions which will remain until dispelled by touch or magic, and they need not concentrate upon the illusions to maintain them. They can form a whirlwind 1″ base diameter, 2″ top diameter, and 3″ in height which otherwise is like that of an Air Elemental. Djinn are also able to become invisible or assume gaseous form.

EFREET: These creatures are similar to the Djinn, but their basis is in fire and they tend to be Chaotic. Their fabled home is the City of Brass. They are enemies of the Djinn. The Efreet are otherwise like Djinn, with damage scored equal to that done by a Giant (two dice, 2–12 points), and they can carry up to 10,000 Gold Pieces weight. In addition they can create a Wall of Fire and they can become incendiaries. They will serve for 1,001 days.

OCHRE JELLY: The clean-up crew includes Ochre Jelly and similar weird monsters. Ochre Jelly is a giant amoeba which can be killed by fire or cold, but hits by weaponry or lightning bolts will merely make them into several smaller Ochre Jellies. Ochre Jelly does not affect stone or metal, but it does destroy wood, and it causes one die of damage per turn it is in contact with exposed flesh. It seeps through small cracks easily.

BLACK (or GRAY) PUDDING: Another member of the clean-up crew and nuisance monster. Black Puddings are not affected by cold. It is spread into smaller ones by chops or lightning bolts, but is killed by fire. Black Puddings dissolve wood, corrode metal at a reasonably fast rate, have no effect on stone, and cause three dice of damage to exposed flesh. If an armored character runs through a Black Pudding the monster's corrosive power will eat away the foot and leg protection of the armor so that it will fall-away next turn. Black Puddings can pass through fairly small openings, and they can travel as easily on ceilings as on floors.

GREEN SLIME: A non-mobile hazard, Green Slime can be killed by fire or cold, but it is not affected by lightning bolts or striking by weapons. It eats away wood and metal but not stone. Green Slime sticks to flesh and penetrates it in one turn, thereafter turning the flesh into Green Slime. Green Slime cannot be scraped off, so when it contacts something the item must be discarded or excised in some way. A Cure Disease spell will also serve to kill and remove Green Slime, even when it is in contact with flesh.

GRAY OOZE: A seeping horror which closely resembles wet stone and is thus difficult to detect. It will not be spread by non-harmful weapons, but it is subject only to lightning bolts or cuts and chops by weaponry, for it is impervious to cold or fire. It does not harm wood or stone, but it corrodes metal at the same rate that Black Pudding does. It does two dice of damage to exposed flesh for every turn it is in contact with it.

YELLOW MOLD: A deadly underground fungus which can be exterminated only by fire. It attacks wood and flesh — doing one die of damage if it contacts exposed skin — but does no harm to metal or stone. However, its worst threat is its spores. Rough contact with Yellow Mold will have a 50% chance of causing it to break and send forth clouds of asphyxiating spores in a 1″ × 1″ cloud. Any creatures within the spore cloud must make saving throws as if they had been exposed to poison, and failure to make saving throws results in death for the parties concerned.

HORSES: As explained in CHAINMAIL, war horses melee. The other characteristics of Horses (and Mules) are:

	Maximum Load in Gold Pieces Weight:
Light Horse:	3,000
Medium Horse:	3,750
Heavy Horse:	4,500
Draft Horse:	4,500
Mules:	3,500

Horses and Mules are panic-stricken by raging fire and strange smells, although those trained for battle are not nearly so likely to be affected. Only mules are agile enough to be taken in dungeons.

INSECTS OR SMALL ANIMALS: These can be any of a huge variety of creatures such as wolves, centipedes, snakes and spiders. Any hit will kill the smaller ones, while larger beasts (such as wolves) will receive one Hit Die. Generally speaking they will be Armor Class 8.

LARGE INSECTS OR ANIMALS: This category includes giant ants and prehistoric monsters. Armor Class can be anything from 8 to 2. Hit Dice should range from 2 to anywhere near 20, let us say, for a Tyrannosaurus Rex. Also included in this group are the optionally usable "Martian" animals such as Apts, Banths, Thoats, etc. If the referee is not personally familiar with the various monsters included in this category, the participants of the campaign can be polled to decide all characteristics. Damage caused by hits should range between 2–4 dice (2–24 points).

OTHER MONSTERS: There is no practical limitation to the variety of monsters possible. In the campaigns associated with the play-testing of these rules there have either appeared or been postulated such creatures as:

Titans:	Giants with limited magical abilities.
Cyclopes:	Super-strength Giants with poor depth perception.
Juggernauts:	Huge stone statues on wheels which crush anything in their path. They are motivated by some unearthly force.
Living Statues:	Various stone and metal monsters which come to life if trespass into a certain area is made. One of these monsters was iron, impervious to all weapons save two special ones he guarded, had a fiery breath, poison sword, and a whip of Cockatrice feathers which turned the thing struck by it to stone.
Salamanders:	Free-willed Fire Elementals of somewhat limited power, in reptilian shape.

Gelatinous Cubes:	Underground creatures of near complete transparency which fit exactly the typical corridor of a dungeon. Metal objects absorbed into them would be visible thereafter within their body. These monsters would be difficult to harm and have a large number of Hit Dice.
Robots, Golems, Androids:	Self-explanatory monsters which are totally subjective as far as characteristics are concerned.

TREASURE TYPES:

Type	1000's of Copper	1000's of Silver	1000's of Gold	Gems and Jewelry *	Maps or Magic
A					
Land[1]	1–6: 25%	1–6: 30%	2–12: 35%	6–36: 50%	40%: any 3
Desert[2]	1–4: 20%	1–4: 25%	1–6: 30%	10–40: 50%	60%: 3 magic
Water[3]	Nil	Nil	5–30: 60%	10–60: 60%	50%: 1 map
B	1–8: 50%	1–6: 25%	1–3: 25%	1–6: 25%	10%: Weapon, Armor, or misc. weapon
C	1–12: 20%	1–4: 30%	Nil	1–4: 25%	10%: any 2
D	1–8: 10%	1–12: 15%	1–6: 60%	1–8: 30%	20%: any 2 + 1 Potion
E	1–10: 05%	1–12: 30%	1–8: 25%	1–10: 10%	30%: any 3 + 1 Scroll
F	Nil	2–20: 10%	1–12: 45%	2–24: 20%	35%: no weapons, any other 3 + 1 Potion and 1 Scroll
G	Nil	Nil	10–40: 75%	3–18: 25% 1–10: 25%	40%: any 4 + 1 Scroll
H	3–24: 25%	1–100: 50%	10–60: 75%	1–100: 50% 10–40: 50%	20%: any 4 + 1 Potion and 1 Scroll
I	Nil	Nil	Nil	2–16: 50%	20%: any 1

*Roll for each category (Gems and Jewelry), probability shown if different for either category.

1 Brigands will have only very important prisoners, 1/20 Brigands, while Bandits will have prisoners at a ratio of 1/10 Bandits. Both classes will carry Silver Pieces on their person, 2–20 each. Berserkers have neither. Cavemen have no treasure.

2 Nomads will have prisoners at a rate of 1/25. They will have from 5–30 Silver Pieces each. Dervishes have neither.

3 Pirates will have prisoners as do Bandits, and the same holds true for the Buccaneer/Bandit relationship. Pirates and Buccaneers will carry from 2–12 Gold Pieces each. Mermen have treasure only underwater in their “Lair.”

NOTE: All Treasure is found only in those cases where the encounter takes place in the “Lair.”

MAGIC/MAPS DETERMINATION TABLE:

Roll on 100% Dice

01–75 = Magic - -
Roll for each item found
76–00 = Map - -

MAGIC ITEMS

Roll on 100% Dice	**Item**
01–20	Swords
21–35	Armor
36–40	Misc. Weapons
41–65	Potions
66–85	Scrolls
86–90	Rings
91–95	Wands/Staves
96–00	Misc. Magic

MAPS

Roll on 100% Dice	**Item**
01–60	Treasure Map
61–90	Magic Map
91–00	Magic & Treasure Map

SWORD

01–35	Sword +1
36–40	Sword +1, +2 vs. Lycanthropes
41–45	Sword +1, +2 vs. Magic-Users and Enchanted Monsters
46–50	Sword +1, Locating Objects Ability
51–60	Sword +1, +3 vs. Trolls (Clerics)
61–65	Sword, Flaming: +1 +2 vs. Trolls (Pegasi, Hippogriffs, + Rocs) +3 vs. Undead (Treants)
66–70	Sword +1, Wishes Included (2–8 Wishes)
71–75	Sword +1, +3 vs. Dragons
76–78	Sword +2
79–80	Sword +2, Charm Person Ability
81–82	Sword +3
83	Sword, One Life Energy Draining Ability
84–00	Sword –2 (Cursed Sword)

ARMOR:

01–30	Shield +1
31–60	Armor +1
61–75	Armor & Shield +1
76–83	Shield +2
84–90	Armor +2
91–97	Armor & Shield +2
98–00	Shield +3

MISCELLANEOUS WEAPONS:

01–25	10 Magic Arrows
26–40	3–30 Magic Arrows
41–55	Dagger +1 vs. Man-Sized Opponents, +2 vs. Goblins and Kobolds
56–60	Dagger +2 vs. Man-Sized Opponents, +3 vs. Orcs, Goblins and Kobolds
61–65	Magic Bow
66–70	Axe +1
71–80	Mace +2
81–85	War Hammer +1
86–89	War Hammer +2
90	War Hammer +3, 6” Throwing Range with Return
91–96	Spear +1
97–99	Spear +2
00	Spear +3

POTIONS:

01–04	Growth	49–52	Clairvoyance
05–08	Diminution	53–55	Clairaudience
09–12	Giant Strength	56–60	Animal Control
13–16	Invisibility	61–64	Undead Control
17–20	Gaseous Form	65–68	Plant Control
21–24	Polymorph (Self)	69–72	Human Control
25–28	Speed	73–76	Giant Control
29–32	Levitation	77–80	Dragon Control*
33–36	Flying	81–84	Poison**
37–38	ESP	85–88	Invulnerability
39–40	Delusion	89–92	Fire Resistance
41–44	Healing	93–96	Treasure Finding
45–48	Longevity	97–00	Heroism

*Referee to roll to determine which of the six types of Dragons will be controlled.

**Referee will mislead by naming any of the other Potions, but if carefully questioned should give it a singular feature.

SCROLLS:

01–20	1 Spell	61–70	Protection: Lycanthropes
21–35	2 Spells	71–80	Protection: Undead
36–45	3 Spells	81–90	Protection: Elementals
46–50	7 Spells	91–00	Protection: Magic
51–60	1 Curse*		

There is a 25% chance that any scroll of spells found will contain those usable by clerics.

*The referee must take extreme care in handling all Scrolls with an eye towards duping the players when a Curse Scroll is found. The curse takes effect immediately upon reading the Scroll; therefore having non-Curse Scrolls disappear on occasion if not identified will help to force reading of Curse Scrolls. To determine the type of curse use the table below:

Die Roll	**Curse: (Range 3″ diameter)**
1 or 2	Any monster of the referee's choice
3 or 4	Disease, fatal in 3 turns unless healed
5 or 6	Polymorph to insect of referee's choice
7	Transportation 1,000 miles, random direction
8	Transportation to another planet

RINGS:

01–09	Invisibility	81–85	Protection, 5′ r.
10–15	Mammal Control	86–90	Regeneration
16–21	Human Control	91–92	Djinn Summoning
22–30	Weakness	93–94	Telekinesis
31–39	Protection	95–96	X-Ray Vision
40–49	Three Wishes	97–98	Spell Turning
50–60	Delusion	99	Spell Storing
61–70	Water Walking	00	Many Wishes (4–24)
71–80	Fire Resistance		

WANDS AND STAVES (All wands usable by Magic-Users only):

01–15	Metal Detection	61–65	Polymorph
16–20	Enemy Detection	66–70	Negation
21–25	Magic Detection	71–80	Staff of Healing*
26–30	Secret Doors & Traps Detection	81–85	Staff of Commanding**
31–35	Illusion	86–90	Snake Staff*
36–40	Fear	91–95	Staff of Striking**
41–45	Cold	96–97	Staff of Withering*
46–50	Paralyzation	98–99	Staff of Power***
51–55	Fire Balls	00	Staff of Wizardry***
56–60	Lightning Bolts		

*Clerics only can employ
**Clerics and Magic-Users may employ
***Magic-Users only may employ

MISCELLANEOUS MAGIC:

01–04	Crystal Ball
05–06	Crystal Ball with Clairaudience
07	Crystal Ball with ESP
08–12	Medallion of ESP, 3″ Range*
13–15	Medallion of ESP, 9″ Range*
16–18	Amulet vs. Crystal Balls and ESP*
19–24	Scarab of Protection from Evil High Priests*
25–29	Bag of Holding*
30	Censer Controlling Air Elementals
31	Stone Controlling Earth Elementals

32	Brazier Commanding Fire Elementals
33	Bowl Commanding Water Elementals
34–35	Efreet Bottle*
36–38	Displacer Cloak*
39–47	Elven Cloak and Boots*
48–52	Boots of Speed*
53–57	Boots of Levitation*
58–62	Boots of Traveling and Leaping*
63–67	Broom of Flying
68–72	Helm of Reading Magic and Languages*
73–75	Helm of Telepathy*
76	Helm of Teleportation
77–87	Helm of Chaos (Law)*
88	Flying Carpet*
89	Drums of Panic, 24" Range*
90	Horn of Blasting, 10" Range*
91–97	Gauntlets of Ogre Power*
98–99	Girdle of Giant Strength*
00	Mirror of Life Trapping

*Usable by all classes

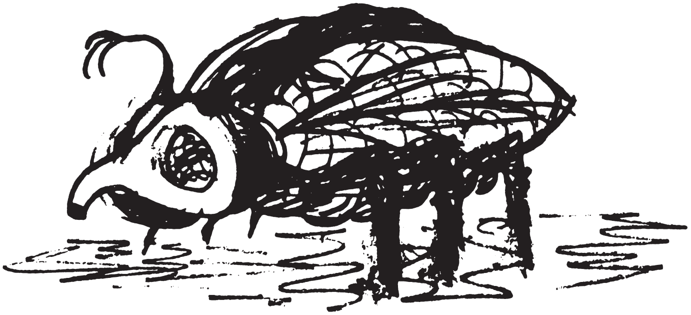
MAPS:

TREASURE

Die Roll:	Map to -
1	10,000–40,000 Silver
2	5,000–30,000 Gold
3	1 & 2 above
4	1 above + 2–20 Gems
5	2 above + 5–30 Gems
6	3 above + 1–100 Gems
7	10–60 Gems, 2–20 Jewelry
8	3 & 7 above

MAGIC

Die Roll:	Map to -
1–3	Any 1 Item
4–5	Any 2 Items
6	3 Items, No Swords
7	4 Items, 1 a Potion
8	5 Items, 1 a Scroll & 1 a potion



MAGIC & TREASURE

Die Roll:	Map to -
1	#1 Treasure and #1 Magic
2	#2 Treasure and #1 Magic
3	#3 Treasure and #4 Magic
4	Map to #7 Treasure and #6 Magic (already there)
5	#5 Treasure and #4 Magic
6	Map to #1 Treasure and #1 Magic (already there)
7	#6 Treasure and #8 Magic
8	#8 Treasure and #7 Magic

NOTE: All items will be guarded by appropriate monsters. If the referee desires he can simply roll on the Monster Level Tables in Vol. III.

~~EXPLANATIONS OF MAGIC ITEMS:~~

~~SWORDS:~~ Among magic weaponry swords alone possess certain human (and superhuman) attributes; Swords have an ~~alignment~~ (Lawful, Neutral, or Chaotic), an ~~Intelligence~~ factor, and an ~~egoism~~ rating (as well as an optional determination of their ~~origin/purpose)~~. These determinations are made as follows:

Alignment: Roll percentage dice to determine alignment:

01–65	Sword is Lawful
66–90	Sword is Neutral
91–00	Sword is Chaotic

Note that the above percentages are reversed for the sword which has the ability to drain one life energy level (83 on the Sword Table). If the sword is Chaotic it affects the creatures in parentheses (Clerics, Pegasi, Hippogriffs, Rocs, Treants) rather than those stated before (Trolls and Undead).

If a character picks up a sword which is not of the same alignment as he, damage will be taken as follows:

Law – Chaos: 2 Dice (2–12 points)
Neutrality-Law/Chaos: 1 Die (1–6 Points)

If a non-player character is directed to take up a sword the damage will be only one-half that stated above, for the party is not acting as a free agent. Additionally, the sword might cause the one who took it up to be freed from a spell, change alignment, or otherwise gain powers which would remove them from the service of their former master.

In addition, if the Intelligence/Egoism of the sword (see below) is 6 or more points above that of the character who picks it up, the sword will control the person, even causing him to become aligned as the sword is, and he will immediately act accordingly. This could mean, for example, that a hireling of a Lawful player-character ordered to pick up a Neutral sword and taken over by it would deliberately lie about its powers, while if the sword were Chaotic he would attack.

After determining Alignment the sword's Intelligence is checked.

Intelligence: There are two factors considered under Intelligence: mental power and communicative ability. These factors are both determined by a single die roll:

Intelligence (Die Roll)	Mental Power	Communicative Ability
1–6	None endowed	None*
7	One Primary Power	Empathy
8	Two Primary Powers	Empathy
9	Three Primary Powers	Empathy
10	3 Primary and the ability to use Languages**	Speech
11	As 10 above but also Reads Magic	Speech
12	As 11 above but also has one Extraordinary Ability	Telepathy

*Although the sword cannot communicate it will endow its user with the powers it has, but these will have to be discovered by the user.

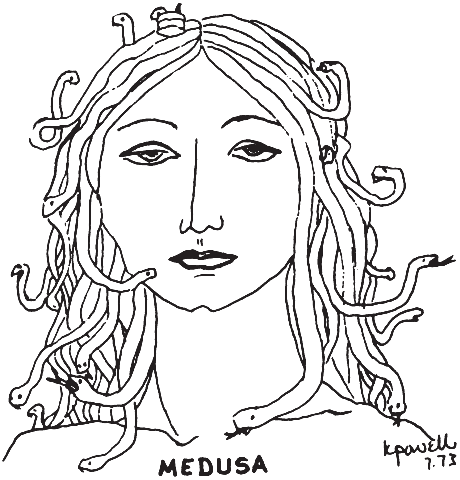
**The number of languages, in addition to the language of the alignment of the sword, is determined by a dice roll.

Primary Powers

Dice Roll	Power
01–15	Note Shifting Walls & Rooms
16–30	Detect Sloping Passages
31–40	Locate Secret Doors
41–50	Detect Traps
51–60	See Invisible Objects
61–70	Detect Evil and/or Gold
71–80	Detect Meal & What Kind
81–90	Detect Magic
91–95	Detect Gems (# and Size)
96–99	Take two rolls ignoring scores over 95 except a score of 00
00	Roll on Extraordinary Ability Table instead of this one

Languages Spoken

Dice Roll	#Languages
01–50	One
51–70	Two
71–85	Three
86–95	Four
96–99	Five
00	Take two rolls ignoring 00 if rolled again



MEDUSA

Extraordinary Ability Table

Die Roll	Ability
01–10	Clairaudience
11–20	Clairvoyance
21–30	ESP
31–40	Telepathy
41–50	Telekinesis
51–59	Teleportation
60–68	X-Ray Vision
69–77	Illusion Generation
78–82	Levitation
83–87	Flying
88–92	Healing (1 point/6 turns or 6 points/day)
93–97	1–4 Times Normal Strength for 1–10 Turns Employable Once/Day
98–99	Take Two Rolls Ignoring Scores over 97
00	Take Three Rolls Ignoring Scores over 97

All Primary and Extraordinary functions are passed on to the sword user. Rolling the same Ability twice indicates it is twice normal strength, range, accuracy, etc.

Egoism: Only those swords Intelligence of 7 or more will have an Egoism rating. Egoism ranges from 1–12, the higher the number the greater the Ego of the sword. The Egoism of the sword will cause it to do the following:

1. Lead its user past better weapons,
2. Lead its user into great danger in order to exalt its role in combat,
3. Allow itself to be captured by a higher-level creature/character which is closer to the sword's station,
4. Surrender itself to a creature/character of a lower level in order to exercise greater control over its user, and
5. Require a share of captured treasure be given to it in the form of better scabbards, jewel encrustation, or magical devices to guard it when not in use.

Whenever any situation arises where any of the above possibilities exist, the Egoism of the sword comes into play. It is always exerted in its relationship with its user, although true rapport may be gained if the alignment and aims of the character/user coincide with the origin/purpose of the sword. The determination of each of these factors is as follows:

> **Influence of Egoism in Key Situations:** The referee adds the Intelligence and the Egoism of the sword (from 8–24 factors), and adds an extra 1 for every Extraordinary Ability (from 1–4 if applicable). This total (8–28) is compared to the total of the character's Intelligence and Strength (6–36) modified by a variable based upon the physical state of the user. If the character is fresh and relatively free from damage (less than 10% damaged) from 1–6 points are added to his total (from 7–42 then possible). If mentally and/or physically fatigued, or if damage between 10% to 50% has been sustained, from 1–4 points are deducted (from 2–35 then possible). If damage over 50% has been sustained, or the

character has been under a severe mental strain from some form of magic, from 2–8 points are deducted (from 0–34 then possible).

Difference	**Result**
6 or more	Higher score prevails
2–5	75% chance the higher score will prevail
0–1	50% either way

Egoism in Continuing Relationship with the User: This determination is quite simple, being only a matter of comparing the Egoism score of the sword (1–12) with the level of the Fighting-Man using it. Consult the table used for Key Situations above. If either party has a positive difference of 6 or more that party will always prevail and no other checks (including Key Situations) need be made. A positive difference of 2–5 will indicate that the higher party generally prevails, and checks will only have to be made in Key Situations. A difference of 0–1 indicates a continuing struggle between the sword and its user, and during any stress situation both should be checked as to which will prevail.

Origin/Purpose: Naturally, the origin of each sword is either Law, Neutrality, or Chaos, but some of these weapons are forged by more powerful forces for an express purpose. To determine if any sword has such a purpose, roll percentile dice, and a score of 91 or higher indicates the sword has a special mission. Swords with special purposes automatically have intelligence and ego categories moved to the maximum score and they will gain an additional ability:

Law: The ability to paralyze Chaotic opponents
Neutrality: Adds +1 to all saving throws
Chaos: The ability to disintegrate Lawful opponents

The special ability will only apply to those whom the sword has been endowed to destroy, or those serving such a creature.

Purposes:

Slay Magic-Users
Slay Clerics
Slay Fighting-Men
Slay Monsters
Defeat Law
Defeat Chaos

Thus a Lawfully endowed sword for the purpose of slaying (Chaotic) Magic-Users would paralyze magical types and their minions, but it would not use its paralyzation power on some wandering Giant. The general purpose swords, however, would use their powers to defeat any opponent of Lawful/Chaotic nature. Neutral special purpose swords will act against either Law or Chaos equally. Special purpose swords will always be at their task, and any attempts by their users to go counter to them will cause an immediate influence check to be made.

SWORDS, DAMAGE BONUSES: The swords all receive bonuses as far as the probability of hitting an opponent is concerned, but some also gain a damage bonus when they do hit. These swords are those with a +2 or +3 against specific creatures, but not those with a general bonus of +2 or +3.

ARMOR: Armor proper subtracts its bonus from the hit dice of the opponents of its wearer. If the shield's bonus is greater than that of the armor there is a one-third chance that the blow will be caught by the shield, thus giving the additional subtraction.

MISCELLANEOUS WEAPONS: Those with bonuses of +1, +2 or +3 gain a bonus of equal merit on damage scored, except as noted below.

Magic Arrows have a +1 chance of hitting their target and do additional damage to their target unless specified otherwise due to the type of monster being shot. Thus, a Magic Arrow normally does from 2–7 points of damage when it hits.

Magic Bows give all arrows a +1 for hit probability, but they confer no damage bonus. A Magic Arrow shot from a Magic Bow has a +2 chance of hitting.

Axes can be utilized as a hand weapon or thrown 3″ with the +1 bonus. Treat all targets as at medium range, i.e. there is neither short nor long range for this weapon.

War Hammers of +1 and +2 can be hurled in the same manner as Axes. The Hammer +3 has double range (6″) only if being used by a Dwarf, and the same is true regarding its automatic return. Any other user of a +3 Hammer will throw it as if it were a +1 or +2 weapon as far as range is concerned, and it will not fly back to them. When used by a Dwarf it does two dice of damage, and when striking a Giant gains a damage bonus of +3 (5–15 damage points when a hit is scored). Otherwise it gains no damage bonus when striking, for it already does from 2–12 points of damage.

Spears like Axes and Hammers can be hurled and receive a damage bonus of from 1 to 3 points. Additionally, if something impales itself upon the spear, damage will be double or even treble if the force is sufficient.

POTIONS: All potions come in a quantity sufficient to perform whatever their end is, although a small sample can be taken without affecting the whole. For those with limited effect the time will be six turns plus the number of pips rolled on a six-sided die. Some potions will not be detailed here as they duplicate magic already explained or are self-explanatory.

Growth: Will cause anyone to reach 30 feet in height if all is quaffed, and other growth is proportionate, depending on how much is drunk.

Diminution: Size will shrink to one-half foot if the full potion is drunk.

Giant Strength: Gives the recipient full Giant prowess, including two dice of damage when he scores a hit.

Gaseous Form: The user retains cohesion over his new gaseous body, and he may penetrate any place which isn’t air-tight. Of course, his arms, armor, and so on will remain behind.

Speed: This potion doubles the normal speed attainable by the user, thus allowing an encumbered man to move at 6″/turn, a plate armored man to move at 12″ and so on.

Delusion: Makes the user believe the Potion is whatever he desires, and each Potion looks like some other type of Potion.

Healing: A Healing potion repairs one six-sided die plus one (2–7) points of damage, just like a Light Wound spell.

Longevity: Reduces 10 game-years from the game-age of the character drinking it. (Note this will counter the effect of aging caused by a Staff of Withering, q.v.)

Animal Control: One turn after the potion is consumed the party so doing can control from 3–18 small animals, 2–16 medium-sized animals, and from 1–6 large ones.

Undead Control: As with Animal Control, but the potion affects from 2–8 under 4 Hit Dice, and from 1–4 Undead with 4 or more Hit Dice.

Plant Control: This allows the imbiber to control plants, including fungoid types, from 1–6 in number or in 1″ x 1″ area where ground covering plants are considered. The control extends for 6″ in any direction.

Human Control: This potion has the same general effect as a Charm Person spell, but it can affect from 1–12 persons with 3 or fewer Hit Dice, 2–8 with 4–6 Hit Dice, 1–4 with 7–9 Hit Dice, and 1 with 10 or more Hit Dice. Saving throws are applicable.

Giant Control: A Charm Monster spell which can affect from 1–4 Giants. The Giants are allowed saving throws.

Dragon Control: As Giant Control, but will affect from 1–3.

Invulnerability: This potion adds +2 to defensive capabilities and saving throws. However, more than one dose of this potion during any one week will have a reverse effect.

Fire Resistance: Normal fires will not have any effect on a person who has gained Fire Resistance through drinking this potion. The Wall of Fire spell will not affect such a person. It gives a +2 for saving throws against Fire Balls and Dragon Fire and it takes –1 away from damage caused by these and other immolation.

Treasure Finding: A potion which allows the imbiber to be able to locate the direction and distance of treasure, treasure being a considerable body of precious metal (5,000 or more pieces of copper, silver or gold) or 50 or more gems. It is effective up to 36″ regardless of intervening substances.

Heroism: A dual action potion which makes a normal man act like a hero in all respects, including morale and combat. The potion will cause fighters of 5th–7th level to increase two levels, and 8th–10th level to increase by one level of ability.

SCROLLS: All Scrolls are spells for Magic-Users, and regardless of the level of the spell they can be used by any Magic-User capable of reading them. All "Protection" spells can be used by any character who is able to read. Scroll spells are of the 6th level unless necessarily higher, in which case they are of the minimum level necessary to generate such a spell. After reading a spell from a scroll the writing disappears, so the spell is usable one time only!

To determine what spells are on a scroll of 1–7 spells simply roll one six-sided die for each spell thereon, the number rolled being the level of the spell. Thereafter simply count the total number of spells for the level in question and roll dice accordingly to find which of the possibilities it is.

Protection: Lycanthropes: The spell will protect the person and those around him in a 1″ radius from 2–12 Lycanthropes. Spell duration is 6 turns.

Protection: Undead: As with Protection: Lycanthropes, but it affects the Undead according to their Hit Dice:

1–3 Hit Dice	2–24 affected
4–5 Hit Dice	2–12 affected
6 or more Hit Dice	1–6 affected

Spell duration is 6 turns.

Protection: Elementals: As with Protection: Lycanthropes, but it protects from but 1 Elemental. Spell duration is 4 turns.

Protection: Magic: A super Anti-Magic spell which extends in a 1″ radius around the user and prevents all magical functions, in or out, for 8 turns. The circle is mobile, i.e. it will move with the user.

RINGS: A ring must be worn to be employed, and only one ring may be worn on each hand if the ring is to be operable by the wearer. (The referee should be careful to enforce this in order to maintain some balance in the game.) Rings are usable by any type of character. Those rings which are not specifically noted below function as would a like spell or potion but on an unlimited basis regarding duration.

Mammal Control: The ring allows the wearer to control from 3–18 small mammals or from 1–8 large mammals. This does not consider any creatures listed on the Monster Reference Table. Control is complete, even to having the controlled mammals attack the others with it which are not controlled. Range is 6″.

Weakness: This ring cannot be removed without the application of a Remove Curse spell from a Cleric. The ring immediately begins to drain energy from the wearer, making him weaker at a rate of 10%/turn until a maximum of 50% is attained. This weakness is reflected in both attack and defense capabilities.

Protection: A ring which serves as +1 armor would, giving this bonus to defensive capabilities and to saving throws.

Three Wishes: As with any wishes, the wishes granted by the ring must be of limited power in order to maintain balance in the game. This requires the utmost discretion on the part of the referee. Typically, greedy characters will request more wishes, for example, as one of their wishes. The referee should then put that character into an endless closed time loop, moving him back to the time he first obtained the wish ring. Again, a wish for some powerful item could be fulfilled without benefit to the one wishing (“I wish for a Mirror of Life Trapping!”, and the referee then places the character inside one which is all his own!). Wishes that unfortunate adventures had never happened should be granted. Clues can be given when wishes for powerful items or great treasure are made.

Delusion: A ring which makes the wearer see whatever he desires, i.e. a bummer thrown in to fool players.

Regeneration: The wearer will recover damage at the rate of 1 point/turn. Even if he is killed he will regenerate and live again unless treated as a troll and destroyed as explained thereunder.

Djinn Summoning: The Djinni “Servant of the Ring” is a permanent servant of the wearer. The Djinni appears immediately when called.

Telekinesis: Bestows upon the wearer Telekinetic ability equal to that of a 10th-level Magic-User.

X-Ray Vision: The wearer of this ring can see through up to ten feet of rock (or 6″

of iron) for a total distance of 3″ beyond. Lead prevents its functioning, as will gold. The user will note hidden doors and traps when X-Raying areas they are in. A 1″ x 1″ section can be viewed during 1 turn.

Spell Turning: The spells turned by this ring include those of Dragons and Clerics, but excludes the "Finger of Death" used by Clerics. Any spell aimed directly at the wearer of the ring will be partially turned. Roll percentile dice. The number generated is the percentage of the spell which returns to affect the character casting the spell; the remainder is the part of the spell which affects the wearer of the ring. Note the ring does not function against Wands or Staves, only against spoken spells aimed at the ring wearer.

Spell Storing: A ring containing from 1–6 spells of from the 1st through the 6th levels. Upon placing it on a finger and thinking of spells, the wearer will know telepathically what spells are housed within the ring. This ring is usable by any type of character, but the spells within it are restorable only by a Magic-User or a Cleric. There is a 20% chance the ring has Clerical spells, and if it is Clerical, there is a 50% chance the spells therein are Chaotic in nature.

WANDS AND STAVES: Wands are considered as being endowed with projectiles (or rays) of the 6th level (six dice of damage), Staves have 8th level effect. Assume Wands to have 100 charges, Staves have 200 charges. Of course, certain Wands and Staves would not be subject to the above, i.e. Metal Detection, Enemy Detection, Secret Doors & Traps Detection, Healing, Snake Staff, Staff of Striking.

Metal Detection: When grasped the wand points towards any large body of metal (equal to say 1,000 pieces of gold). The reaction from the Wand will also tell roughly what form of metal: precious or common such as iron, steel, lead, etc. Range is a 2″ radius.

Enemy Detection: Reveals hidden or invisible enemies within a radius of 6″, providing the enemies are aware of the Wand user's (or his associates') presence, for it is mental emanations which trigger the detection device.

Magic Detection: When grasped and employed the Wand will reveal the operation of any form of magic within a 2″ radius. By selectively concentrating on quadrants the wielder will be able to ascertain some general details of the magic used.

Secret Doors and Traps Detection: When held the Wand will give warning of either thing when it is brought within 2″ of it.

Illusion: This Wand creates an illusion similar to that of a Phantasmal Force spell, but the Wand wielder can move while employing the Wand to create the Illusion.

Fear: The Wand affects all creatures within a cone-shaped area emanating from it 6″ outwards to a base 3″ wide. All within it must make their saving throw as against magic or be panicked and flee.

Cold: An icy projection of the same dimensions as a Fear Wand. Creatures take half damage if their saving throw is made.

Paralyzation: A paralyzation ray of the same dimensions as a Fear Wand. Creatures take half damage if their saving throw is made.

Fire Balls: A Wand which projects a Fire Ball exactly like the spell of that name.

Lightning Bolts: A Wand which projects Lightning Bolts like the spell of that name.

Polymorph: A Wand which projects a Polymorph spell, either “Others” or “Self” exactly as the appropriate spell.

Negation: By means of this Wand the effects of other Wands or Staves, other than actually striking with the latter, are nullified. Of course as Staves are basically 8th level, the Wand will negate only three-quarters (six dice) of a Staff’s effects. It can be employed against only one Wand or Staff at a time, and the one it is being used against must be stated.

Staff of Healing: A Clerical Staff which acts as a spell to Cure Light Wounds (2–7 points of damage restored). It can be employed to numerous persons during a day, but only to once per day to any one person.

Staff of Commanding: This Staff combines Animal, Plant Control, and Human Control.

Snake Staff: A Clerical Staff which gives a +1 chance of hitting, and adds +1 to damage scored (thus scoring 2–7 points). In addition, if the Cleric orders it the Staff will twine itself about an opponent it hits, rendering him helpless if man-sized, or preventing counter-attack otherwise, for 1–4 turns. Thereafter it will crawl back to the Cleric who possesses it.

Staff of Striking: This Staff does not add to hit probability, but due to the energy within it, it scores two dice of damage when a hit is made.

Staff of Withering: A Staff which adds nothing to hit probability, but when a hit is scored it scores one die of damage and ages the creature struck by ten years. (This is not to say it matures it, but rather it shortens the life span by ten years.) A man struck four times thusly will be doddering, an animal dead of old age, and so on. It will have no aging effect upon Undead, and creatures with very long life spans will also be little harmed.

Staff of Power: A Staff combining the following powers (Wand, Staff or Spell):

Cold
Fire Balls
Lightning Bolts
Striking
Continual Light
Telekinesis

If the user wishes he may make a “Final Strike” with the Staff, breaking it and releasing all power within (8 x number of charges remaining). This power is distributed as hit points to all creatures within a 3″ radius.

Staff of Wizardry: A Staff with the capabilities of a Staff of Power, plus several additional features. It gives +1 on hit probabilities. The Staff also has these other powers:

Paralyzation
Invisibility
Wall of Fire
Passwall
Whirlwind (as Djinni)
Webs (see below)
Elementals (roll four-sided die to determine how many and which kind)

Webs are great sticky masses of strands which are difficult to sever but subject to flame. The Staff will generate sufficient webs to cover a 1″ × 1″ × 2″ area in any turn. Giants and similarly powerful creatures can break through them in two turns, and lesser creatures will take proportionately longer. A Flaming Sword will slash through them in one turn. The Staff of Wizardry has a “Final Strike” just as the Staff of Power.

MISCELLANEOUS MAGIC

Crystal Balls: Generally successful operation of these devices will be less likely over great distances, when the subject is not exactly known, when spells are used to prevent such operation, when lead interposes between the viewer and the subject, and so on. Only three attempts per day can be made under the above circumstances, without driving the Magic-User mad. Long use of a Crystal Ball during any day requires that the Magic-User rest and recuperate the next day. Spells cannot be sent through a Crystal Ball, but the operator may, for instance, put an infravision spell upon himself and then look into the device and see in the dark.

Medallions of ESP: These devices are usable by all classes of characters, even Dwarves, but the device malfunctions on a roll of 6, so whenever in use roll a six-sided die to check it.

Amulet vs. Crystal Balls and ESP: This device presents the location, sight, or thought waves pick-up by Crystal Ball or ESP. It is always effective.

Scarab of Protection from Evil High Priests: The small scarab acts as a charm which absorbs the "Finger of Death" from Evil High Priests for up to a dozen times before it disintegrates.

Bag of Holding: A sack-sized magical bag which will contain 10,000 Gold Pieces as if they were only 300. Objects up to 10′ length and 5′ width and 3′ height may be stuffed into the bag, but the weight equivalent, regardless of the weight of the object, then becomes 600.

Elemental Control Items: These four devices call up the Elemental indicated. Only the owner of the item may use it. All are rather bulky and require one turn to set up or store away if they are carried with an expedition. They will summon the Elemental in but one turn. No spell is required. Elemental strength is 12 Hit Dice.

Efreet Bottle: The Efreet will serve only the finder of the bottle, and he will serve but for a thousand and one days.

Displacer Cloak: This device warps light waves to make the wearer appear to be up to 1″ away from where he is actually standing. It makes it 10% harder to hit its wearer, whether by smiting or Wand (add +2 to defense and saving throws).

Elven Cloak and Boots: Wearing the Cloak makes a person next to invisible, while the Boots allow for totally silent movement.

Boots of Speed: Allow the wearer to travel at the speed of a Light Horse for up to one full day, but he must then rest one day.

Boots of Levitation: Work as a Levitation spell but with no time limit as to duration of effect.

Boots of Traveling and Leaping: These boots increase the endurance of the wearer, making him tireless as far as walking is concerned. Thus speed is increased outdoors by 1 hex/day when walking. Below they allow leaps of up to 1" vertically and 3" horizontally.

Broom of Flying: This device allows the owner to fly at Dragon speed (24"/turn). The user must know the "Word of Command" to make it function. The Broom of Flying will come up to 24" when its owner summons it with the command word. It will carry two persons but its speed is reduced by one-quarter.

Helm of Reading Magic and Languages: Wearing this helm allows the person to read any language or magical writing. It does not protect in the same way as Magic Armor, so if it is worn in combat any hit upon its wearer should be given a 10% of striking the helm and smashing it.

Helm of Telepathy: This allows the wearer to read the thoughts of any creature within 9". If his Intelligence rating is greater than that of human or humanoid creatures within the range of the helm the wearer may attempt to control their mind with suggestions implanted telepathically. Such suggestions will have a +2 effect in their likelihood of being carried out (see Vol. Ill for random actions of monsters). For characters in the game, roll percentile dice adding 10% to the helm's wearer, and if the character fails to beat this score he will follow the suggestion. (The referee must use judgement here, for a suggestion to kill oneself would not be likely to be carried out in any event.) Treat as non-protective helm if worn into melee.

Helm of Teleportation: The Magic-User employing this helm must have a Teleportation spell in order to take advantage of this device. Having but one such spell the Magic-User can Teleport himself endlessly about the universe, but if he teleports some other person or object the helm does not function and the spell proper is used. Thus the helm is good only to transport the Magic-User himself. Treat as a non-protective helm if worn into combat.

Helm of Chaos (Law): The wearer of such a helm reverses alignment (or becomes Chaotic or Lawful if formerly Neutral). It can only be removed with the application of a spell to Dispel Magic; of course the person wearing it will make every effort to avoid removal of the helm!

Flying Carpet: This device carries up to 3 persons at a speed of 18"/turn, while one occupant will allow it to move at 30"/turn. It otherwise behaves in all respects like a Broom of Flying.

Drums of Panic: The beating of these kettle drums will cause men and fantastic creatures who fail to make their morale throw to flee in rout (for morale throw use saving throw vs. magic). Animals with fewer than 5 Hit Dice will automatically flee, as will those non-carnivorous animals with more than that number. They may be struck while moving provided they are mounted upon some form of carriage or steed. They will not affect the area immediately around them (1" radius).

Horn of Blasting: A horn whose sounding has the effect of a double bombard (see Vol. III and CHAINMAIL) on non-living materials such as walls, gates, etc. Creatures which are in its path will sustain two dice of damage and be deafened for one turn if not killed. The path of sound is a cone radiating 10″ from the horn and ending in a 2″ base.

Gauntlets of Ogre Power: These gauntlets give the wearer the ability to strike as an Ogre and generally give his hands and arms the strength of an ogre. They do not necessarily increase hit probability however.

Girdle of Giant Strength: Wearing this device bestows the strength and hit probability (if greater than the wearer's own) of a Hill Giant.

Mirror of Life Trapping: A mirror of about the size of a buckler, which traps the life-force of any human (including Elves, Dwarves and Gnomes) who looks into it. The person so trapped then remains within the mirror until released by being called forth by the Magic-User possessing the mirror or by breaking of the mirror (which releases all trapped therein). The corporeal body of trapped persons disappears/appears upon trapping/release. Undead can be trapped. Trapped persons are held in separate areas of the mirror. They can be conversed with without releasing them. Undead are powerless within the mirror. A Mirror of Life Trapping will hold up to 20 lives. If it is openly displayed there is a 90% chance an unsuspecting creature will look full within it and be trapped. There is only a 10% chance a knowing person will be unable to avoid looking into it. The Magic-User cannot do anything else while operating the mirror, but the mirror can be set up to operate untended, such as on a wall. Range is about 1″.

MAGICAL ITEMS' SAVING THROWS:
Magical items will, during the course of play, be struck by various forms of weapons. For the sake of simplicity it is generally easier to assume they survive unharmed if their wearer/user is not killed (exception, Helms). If the wearer is killed, or the items are alone, throw for them on the following table if struck by Fire (Dragon or Ball) or Lightning (Dragon or Bolt). Those items not listed should be assumed automatically destroyed.

Item - -	**Staff of Power**	**Staff of Wizardry**	**Fire Ball Wand Lightning Bolt Wand**
Saving Throw	10	12	14*

	Fire Resistance Ring	**Ring of Protection**	**Magic Armor, Shield or Weapon**			
Item - -			**(base)**	**+1**	**+2**	**+3**
Saving Throw	10**	12		14	12	10

*minus 2 if hit by the opposite weapon it throws (fire-lightning and vice versa), so saving throw becomes 16 or better.
**minus 2 if hit by lightning so saving throw becomes 12 or better.

Roll with a twenty-sided die.

ARTIFACTS: Although not otherwise mentioned, there can be included various powerful items of Law and Chaos termed Artifacts. These items are super-powerful in comparison to listed magic and must be handled by the referee. Examples of Artifacts: Teleportation Machine; Fighter's Crown, Orb and Scepter; Magic-User's Crown, Orb and Scepter; Cleric's Crown, Orb and Scepter; Stone Crystallization

Projector, etc. If such items are included very harmful effects should be incurred by any Neutral or Oppositely aligned character who touches one. For example:

- Instant Death
- Paralysis (until freed by designated means)
- Immediate Loss of Six Energy Levels
- Immediate Loss of Four Energy Levels
- Insanity for 1 Month
- Take 10 Hit Dice of Damage

If saving throws are allowed they should be very limited and require a very high score.

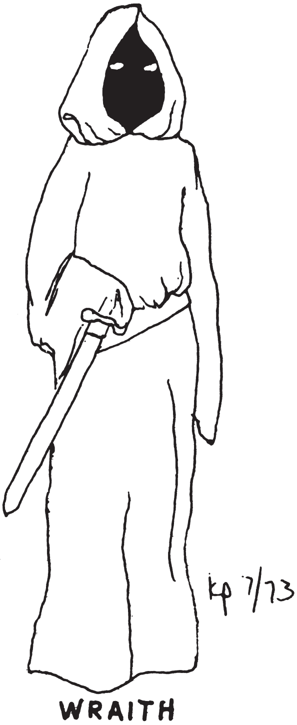
TREASURE:

Precious Metals:

The exchange rate for precious metals is:

1 Gold Piece = 10 Silver Pieces
1 Silver Piece = 5 Copper Pieces

If Electrum is added it is optionally worth either twice or half the value of Gold. Platinum is five times more valuable than Gold if it is decided to add it to the precious metals list.



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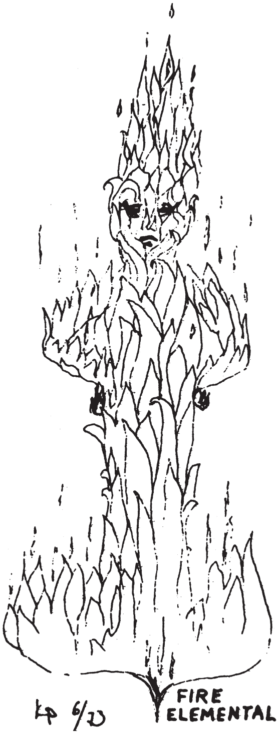

FIRE ELEMENTAL

Gems:

The base value for gems is determined by percentile dice:

01–10	10 Gold Pieces
11–25	50
26–75	100
76–90	500
91–00	1,000

Roll a six-sided die for every gem (or group of 5 or 10 gems where large numbers are involved); each roll of 1 indicates the gem is of the next higher category. Categories above 1,000 are:

5,000; 10,000; 25,000; 50,000; 100,000; 500,000

Jewelry:

The base value of Jewelry is also determined by percentile dice:

01–20	3 six-sided dice × 100 Gold Pieces
21–80	1 six-sided die × 1,000
81–00	1 ten-sided die × 1,000

Metal is melted to solid lumps by fire or lightning. Fire will not destroy Gems (optionally 10% chance of destruction) but lightning will. Both will devalue Jewelry by 25%.

HEAD OF A
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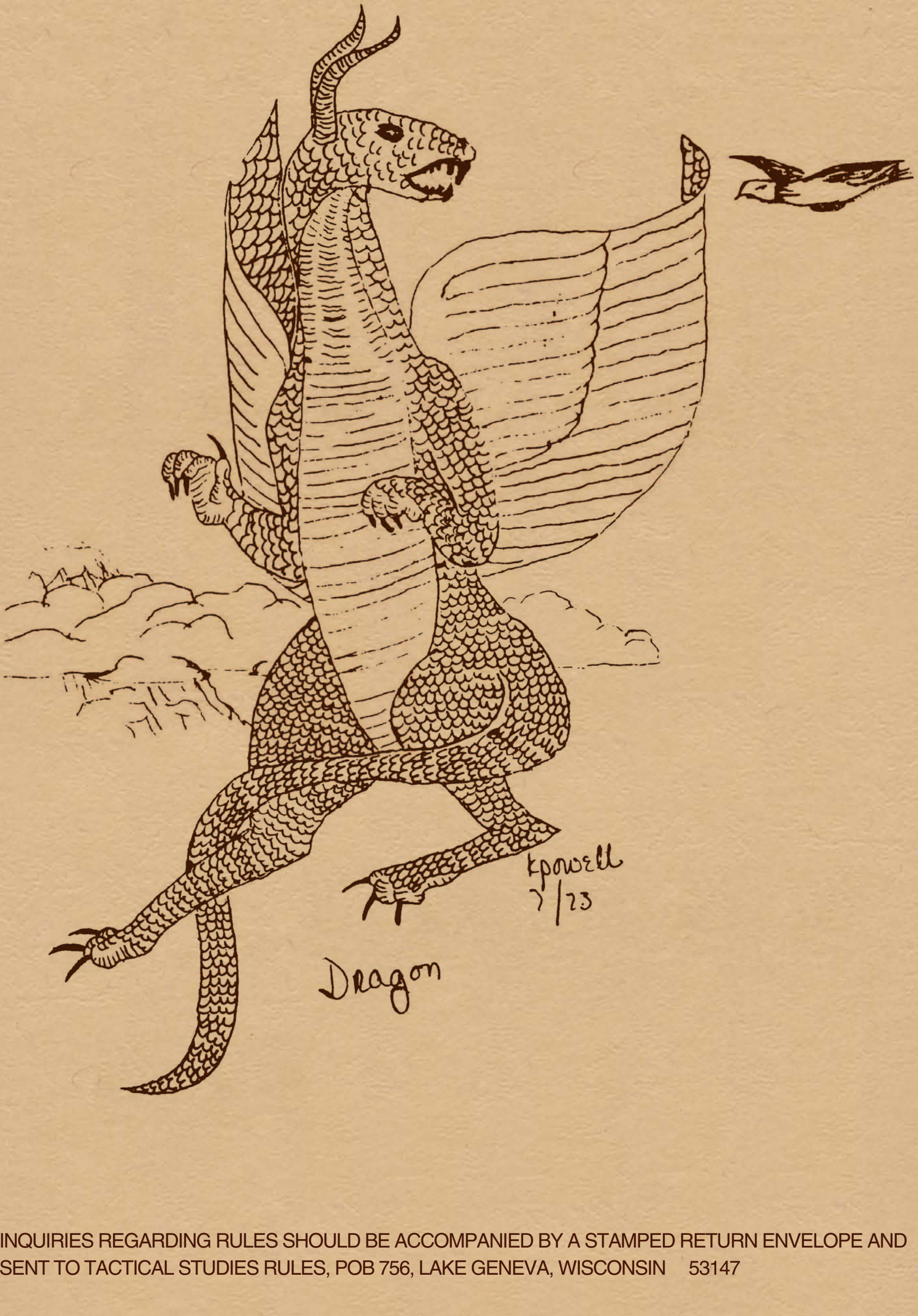

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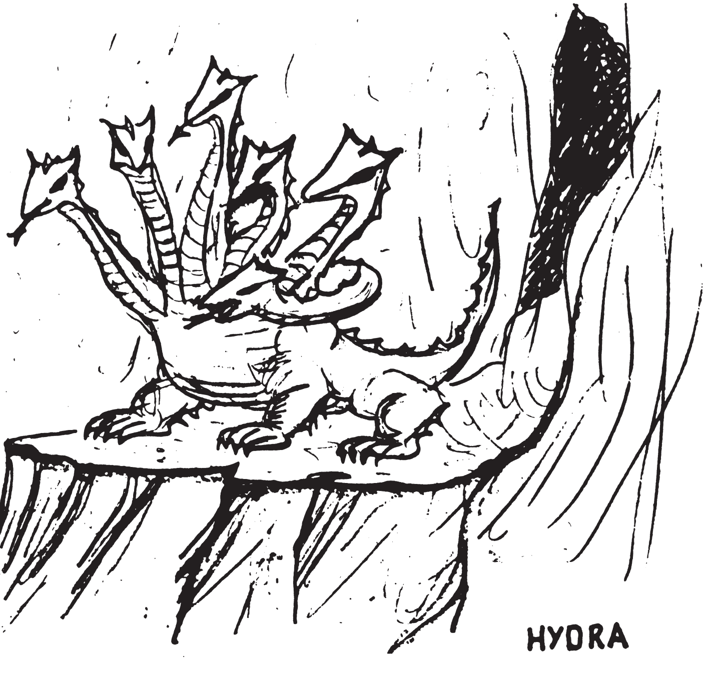
Volume III

THE UNDERWORLD & WILDERNESS ADVENTURES

BY
GARY GYGAX & DAVE ARNESON



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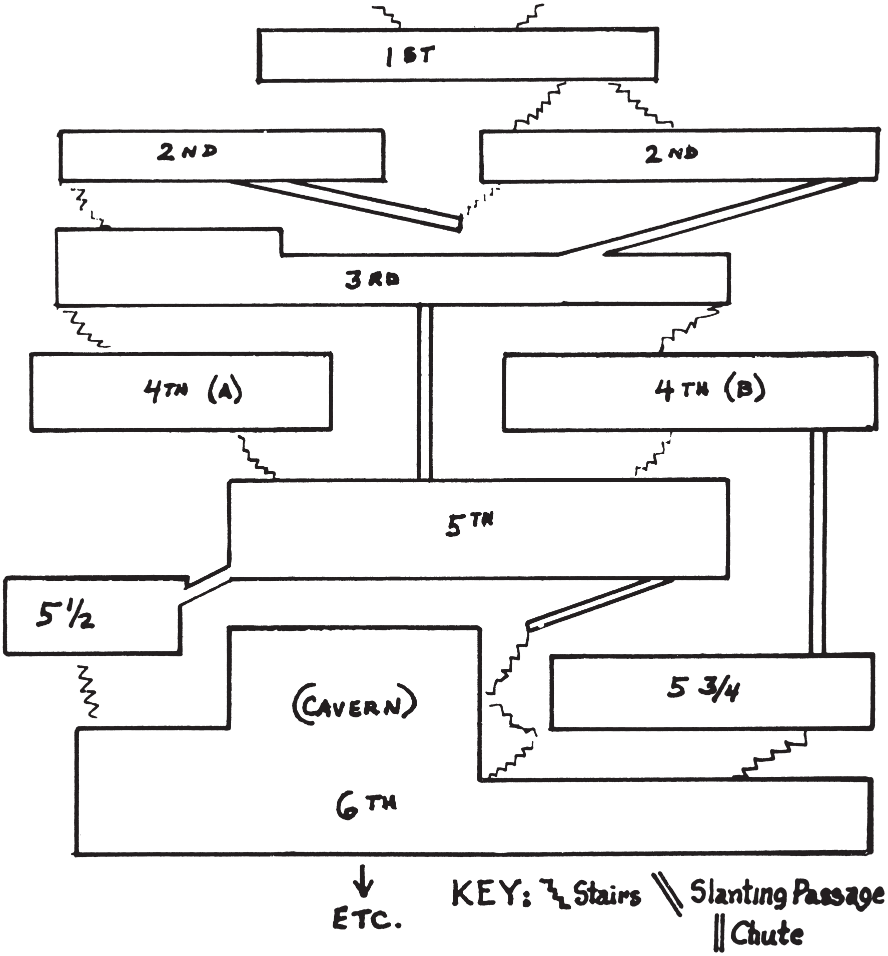
THE UNDERWORLD

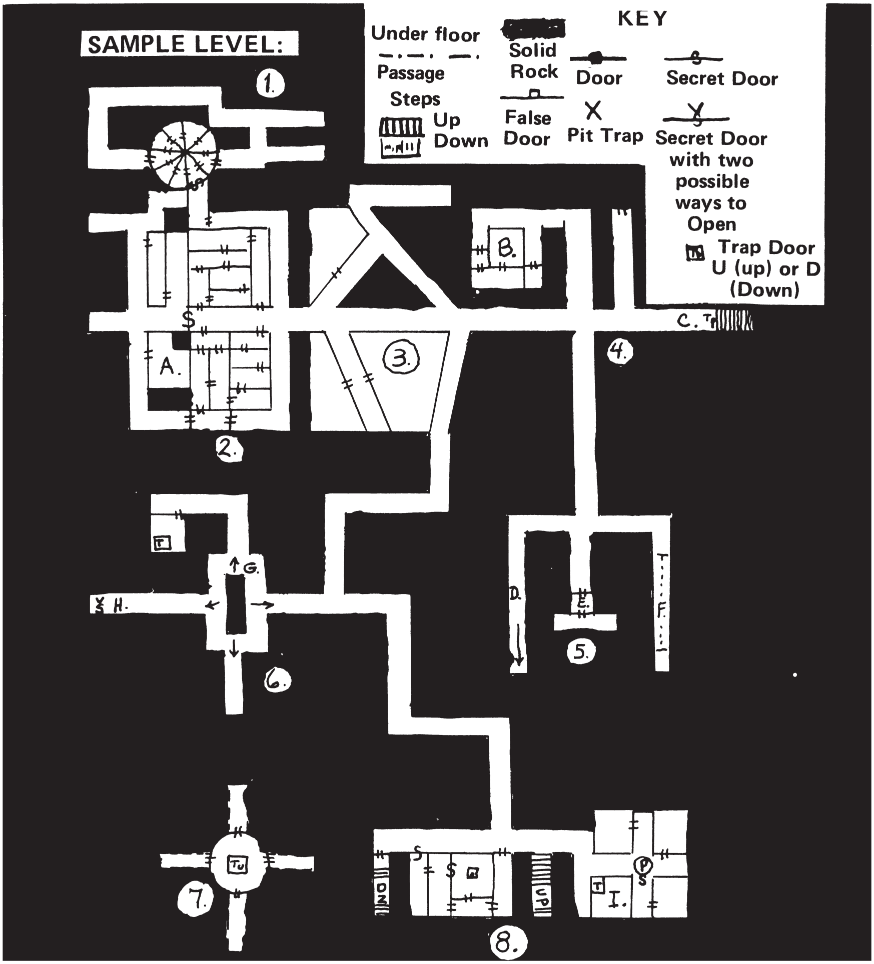
Before it is possible to conduct a campaign of adventures in the mazey dungeons, it is necessary for the referee to sit down with pencil in hand and draw these labyrinths on graph paper. Unquestionably this will require a great deal of time and effort and imagination. The dungeons should look something like the example given below, with numerous levels which sprawl in all directions, not necessarily stacked neatly above each other in a straight line.

SAMPLE CROSS SECTION OF LEVELS:


1ST
2ND
2ND
3RD
4TH (A)
4TH (B)
5TH
5½
(CAVERN)
5 3/4
6TH
ETC.
KEY: Stairs
Slanting Passage
Chute

In beginning a dungeon it is advisable to construct at least three levels at once, noting where stairs, trap doors (and chimneys) and slanting passages come out on lower levels, as well as the mouths of chutes and teleportation terminals. In doing the lowest level of such a set it is also necessary to leave space for the various methods of egress to still lower levels. A good dungeon will have no less than a dozen levels down, with offshoot levels in addition, and new levels under construction so that players will never grow tired of it. There is no real limit to the number of levels, nor is there any restriction on their size (other than the size of graph paper available). “Greyhawk Castle,” for example, has over a dozen levels in succession downwards, more than that number branching from these, and not less than two new levels under construction at any given time. These levels contain such things as a museum from another age, an underground lake, a series of caverns filled with giant fungi, a bowling alley for 20′ high Giants, an arena of evil, crypts, and so on.

A sample level is shown below in order to aid the prospective referee in designing his own game:


SAMPLE LEVEL:
KEY
Under floor Passage
Solid Rock
Door
Secret Door
Steps Up Down
False Door
X Pit Trap
Secret Door with two possible ways to Open
Trap Door U (up) or D (Down)
1.
2.
3.
4.
5.
6.
7.
8.
A.
B.
C.
D.
E.
F.
G.
H.
I.
S
T
Tu
DN
UP

SAMPLE MAP OF UNDERWORLD LEVEL:

1. Note stairs down lead through blind passages and return to circular room with wedge-shaped divisions. Unless secret door is located this area will lead nowhere.

2. This is a simple room-labyrinth, generally leading nowhere, but “A” would be a room containing a monster and treasure, i.e. let us say “4 ogres with 2,000 G.P. and 1 magic potion.”

3. This area simply illustrates the use of slanting passages to help prevent players from accurately mapping a level (exact deviation from cardinal points is quite difficult for them to ascertain).

4. No matter which way west players move they will end up turning into the lair of the monster “B,” let us suppose a basilisk. There is a false door in the second passage north. The tunnel to the east contains a trap, “C,” a slide to a lower level which is disguised as a set of up stairs.

5. The combinations here are really vicious, and unless you’re out to get your players it is not suggested for actual use. Passage south “D” is a slanting corridor which will take them at least one level deeper, and if the slope is gentle even dwarves won’t recognize it. Room “E” is a transporter, two ways, to just about anywhere the referee likes, including the center of the earth or the moon. The passage south containing “F” is a one-way transporter, and the poor dupes will never realize it unless a very large party (over 50′ in length) is entering it. (This is sure-fire fits for map makers among participants.)

6. Again, here are a couple of fun items to throw at players. “G” is a shifting section of wall, with a secret die roll to determine which way it will go: 1 = N., 2 = E., 3 = S., 4 = W., and 5 & 6 it stays put! Such a section will possibly close one of the four corridors, possibly blocking access to/from the trapdoor located in the room 20′ square located in the northwest. Point “H” is a two-way secret door. On an odd die result, let us suppose, it opens on a room to the west. Otherwise it opens on a passage south. The same trick can be used with staircases, having them go up or down at random.

7. This is the nexus for a modular section which will revolve at random periods. Although the passages north, south, etc. will always remain the same, the areas 10′ × 20′ beyond will be different at various times. Again, this will frustrate those setting out to map a level. All round rooms must not be nexuses. However, the circular structure in example 1. could, with a bit of alteration, be made into one, as could any room of any shape, providing the modules were properly designed so as to rotate around it.

8. Note the pit (X) at the four-way intersection containing a secret door on its south surface. A small tunnel will lead discoverers to the room containing monster “I” . . . a true troll or two perhaps. The western portion contains the room of some evil man, complete with two secret doors for handy escape. There is also a flight of stairs leading down. Falling into the pit would typically cause damage if a 1 or a 2 were rolled. Otherwise, it would only mean about one turn of time to clamber out, providing the character had spikes or associates to pull him out, and providing the pit wasn’t one with a snap-shut door and the victim was alone.

In laying out your dungeons keep in mind that downward (and upward) mobility is desirable, for players will not find a game enjoyable which confines them too much. On the other hand unusual areas and rich treasures should be relatively difficult to locate, and access must be limited. The layout of a level will affect the route most often followed by players. Observation of the most frequently used passages and explored rooms will guide the referee in preparation of successive levels, which, of course, should be progressively more dangerous and difficult.

Tricks and Traps: Besides those already indicated on the sample level, there are a number of other easily added tricks and traps. The fear of "death," its risk each time, is one of the most stimulating parts of the game. It therefore behooves the campaign referee to include as many mystifying and dangerous areas as is consistent with a reasonable chance for survival (remembering that the monster population already threatens this survival). For example, there is no question that a player's character could easily be killed by falling into a pit thirty feet deep or into a shallow pit filled with poisoned spikes, and this is quite undesirable in most instances. Here are a few simple items which can be included:

False stairs, either up or down
Steps which lead to a slanting passage, so the player may actually stay on the same level, descend two levels, or ascend two levels
Trap steps which lead up a short distance, but then go downwards for at least two levels, with the return passage blocked by bars or a one-way door
Intra-level teleportation areas, so that a player will be transported to a similar (or dissimilar) area on the same level, possibly activated by touching some item (such as a gem, door, or the like)
Sinking rooms, including rooms which seem to sink, while the doors remain shut fast for a period of several turns
Illusion, mind control, and geas rooms
Sections which dead-end so as to trap players being pursued by monsters
Doors which are openable from one side only, which resist opening from one side, or which appear at random intervals
Natural passages and caverns which have varying width and direction, so that it is virtually impossible to accurately map such areas
Space distortion corridors or stairs which seem longer or shorter than they actually are

Distribution of Monsters and Treasure:

As a general rule there will be far more uninhabited space on a level than there will be space occupied by monsters, human or otherwise. The determination of just where monsters should be placed, and whether or not they will be guarding treasure, and how much of the latter if they are guarding something, can become burdensome when faced with several levels to do at one time. It is a good idea to thoughtfully place several of the most important treasures, with or without monstrous guardians, and then switch to a random determination for the balance of the level. Naturally, the more important treasures will consist of various magical items and large amounts of wealth in the form of gems and jewelry. Once these have been secreted in out-of-the-way locations, a random distribution using a six-sided die can be made as follows:

1. Roll the die for every room or space not already allocated. A roll of a 1 or 2 indicates that there is some monster there. The monster(s) can be selected by use of the Monster Determination & Level of Monster Matrix which is given later in this volume. The number of monsters is best determined by the level being considered and the kind of monster inhabiting the room or space. The Monster Table from Vol. II can be most helpful here. Note that Ochre Jellies, Black Puddings, Green Slime, etc. are generally distributed randomly, usually in passages, without treasure.

2. Roll again for every room and space. A roll of 1–3 in those rooms or spaces with monsters in them indicates some form of treasure is present. A roll of 1 in a room or space which is unoccupied indicates that there is some form of treasure there.

3. To determine the kind of treasure use the following table:

Level Beneath Surface	Silver	Gold	Gems/Jewelry	Magic
1	100*	10*	05% each*	05%
2–3	100**	100*	10% each*	05%
4–5	1,000*	200*	20% each*	10%
6–7	2,000*	500*	30% each*	15%
8–9	5,000*	1,000*	40% each**	20%
10–12	5,000*	2,000*	50% each**	25%
13 or more	10,000*	5,000*	50% each**	30%

*multiply by number rolled on a six-sided die
**multiply by number rolled on a twelve-sided die

Silver will always be in the treasure.
Gold will be in the treasure 50% of the time.
Gems/Jewelry will be in the treasure as indicated by the percent given.
Magic will be in the treasure as indicated by the percent given.

BASILISK

Unguarded Treasures should be invisible, hidden behind a secret door or under the floor, locked in hard-to-open strong boxes with poison needles or deadly gas released when they are opened. (There are many variants of the above possible, and many other types of protection which can be devised.)

Maintaining Freshness: As monsters inhabiting the rooms, spaces, and corridors of a level are killed or captured, the level will become drab and dull. Coupled with this problem, players will have made fairly accurate maps of the level, so it will be challengeless this way also. Remembering that egress to lower levels is desirable, one must nevertheless revamp worn levels by one or more of the several methods suggested below:

1. Make minor alterations with eraser and pencil, blocking passages, making new ones, dividing rooms, and filling in others.
2. Extend the boundaries of the map, if not already filled to the edges of the paper, adding corridors and rooms.
3. Replace monsters in new areas as well as those less frequented old areas where monsters were located and removed sometime previously.
4. Reverse directions on the map, carefully relocating ways down to lower levels so as they still correspond to markings below, and do the same for passages upwards.
5. Add a passage which continues past the established boundary of the level, creating a split or sub-level which it leads to, complete with new treasure and monsters.

Using these suggestions, and whatever else you dream up, there is no reason why participants in the campaign should not continue to find mystification, enjoyment, excitement, and amusement in the challenge of the myriad passages of the dungeons.

THE MOVE/TURN IN THE UNDERWORLD:

In the underworld all distances are in feet, so wherever distances are given in inches convert them to tens of feet.

Movement (distances given in Vol. 1) is in segments of approximately ten minutes. Thus it takes ten minutes to move about two moves — 120 feet for a fully armored character. Two moves constitute a turn, except in flight/pursuit situations where the moves/turn will be doubled (and no mapping allowed).

Time must be taken to rest, so one turn every hour must be spent motionless, and double the rest period must be taken after a flight/pursuit takes place.

Time spent searching for anything (secret passages, hidden treasure, etc.), loading treasure, listening, ESP'ing, hiding, will be adjudged by the referee as to what portion of a turn will be used by the activity. Typically, ESP'ing will take but a quarter turn, while searching a ten foot section of wall for secret passages will require a full turn.

Melee is fast and furious. There are ten rounds of combat per turn.

Secret passages will be located on the roll of a 1 or a 2 (on a six-sided die) by men, dwarves or halflings. Elves will be able to locate them on a roll of 1–4. At the referee's option, Elves may be allowed the chance to sense any secret door they pass, a 1 or a 2 indicating that they become aware that something is there. Generally, doors will not open by turning the handle or by a push. Doors must be forced open by strength, a roll of a 1 or 2 indicating the door opens, although smaller and lighter characters may be required to roll a 1 to open doors. There can be up to three characters attempting to force open a door, but this will disallow them rapid reaction to anything awaiting them on the other side. Most doors will automatically close, despite the difficulty in opening them. Doors will automatically open for monsters, unless they are held shut against them by characters. Doors can be wedged open by means of spikes, but there is a one-third chance (die 5–6) that the spike will slip and the door will shut.

Traps are usually sprung by a roll of a 1 or a 2 when any character passes over or by them. Pits will open in the same manner.

When characters come to a door they may “listen” to detect any sound within. Note “Undead” never make any sound. A roll of 1 for humans, and 1 or 2 for Elves, Dwarves, or Halflings will detect sound within if there is any to be heard. A good referee will have noise corridors (moaning, clanking, etc.) and rooms from whence come shuffling or muttering sounds.

In the underworld some light source or an infravision spell must be used. Torches, lanterns and magic swords will illuminate the way, but they also allow monsters to “see” the users so that monsters will never be surprised unless coming through a door. Also, torches can be blown out by a strong gust of wind. Monsters are assumed to have permanent infravision as long as they are not serving some character.

While some referees allow Fire Balls and Lightning Bolts to be hurled in confined spaces, blasting sections of the stone equal to the remainder of their normal shape, it is suggested that the confined space cause these missiles to rebound toward the sender, i.e. a Lightning bolt thrown down a corridor 40 feet long will rebound so as to reach its stated length of 6” (60 feet underground), and this will mean the sender is struck by his own missile. It may also be compromised, allowing say two feet of stone wall to be destroyed (allowing one foot of stone destroyed for every ten feet the space is short of full distance) and rebounding the missile one-half the distance short.

UNDERWORLD MONSTERS:

Sighting Monsters: Players will see monsters at 20–80 feet (roll a pair of four-sided dice to determine the distance) unless they are surprised by the monster.

Surprise: A Condition of surprise can only exist when one or both parties are unaware of the presence of the other. Such things as ESP’ing, light, and noise will negate surprise. If the possibility for surprise exists roll a six-sided die for each party concerned. A roll of 1 or 2 indicates the party is surprised. Distance is then 10–30 feet.

Surprise gives the advantage of a free move segment, whether to flee, cast a spell or engage in combat. If monsters gain surprise they will either close the distance between themselves and the character(s) (unless they are intelligent and their prey is obviously too strong to attack) or attack. For example a Wyvern surprises a party of four characters when they round a corner into a large open area. It attacks as it is within striking distance as indicated by the surprise distance determination which was a 2, indicating distance between them was but 10 feet. The referee rolls a pair of six-sided dice for the Wyvern and scores a 6, so it will not sting. It bites and hits. The Wyvern may attack once again before the adventurers strike back.

Wandering Monsters: At the end of every turn the referee will roll a six-sided die to see if a "wandering monster" has been encountered. A roll of 6 indicates a wandering monster has appeared. The direction of appearance is determined by random number generation considering the number of possible entries. Distance and surprise are decided in the usual manner. The kind of monster is determined on the table below. (For wilderness encounters an entirely different table will be used).

MONSTER DETERMINATION AND LEVEL OF MONSTER MATRIX:

Level Beneath the Surface	Consult Monster Level Table Number 1	2	3	4	5	6
1	Die 1–2	3–4	5	6	—	—
2	1	2	3–4	5	6	—
3	—	1	2	3–4	5	6
4–5	—	—	1	2–3	4–5	6
6–7	—	—	—	1	2–4	5–6
8–9	—	—	—	—	1–2	3–6
10–12	—	—	—	—	1	2–6
13+	—	—	—	—	—	1–6

MONSTER LEVEL TABLES:

1	Die
Kobolds	1
Goblins	2
Skeletons	3
Orcs	4
Giant Rats	5
Centipedes	6
Bandits	7
Spiders	8

2	Die
Hobgoblins	1
Zombies	2
Lizards	3
Warriors	4
Conjurers	5
Gnolls	6
Thouls	7
Ghouls	8
Berserkers	9
Theurgists	0

3	Die
Wights	1
Heroes	2
Giant Hogs	3
Giant Ants	4
Ochre Jelly	5
Thaumaturgists	6
Swashbucklers	7
Magicians	8
Giant Snakes	9
Giant Weasels	0

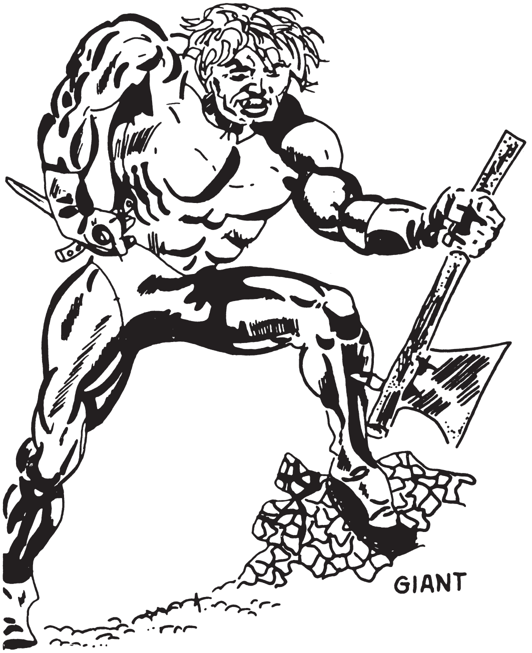
4	Die
Wraiths	1
Ogres	2
Evil Priests	3
Myrmidons	4
Giant Beetles	5
Giant Scorpions	6
Lycanthropes	7
Gargoyles	8
White Apes	9
Enchanters	0

5	Die
Trolls	1
Superheroes	2
Wyverns	3
Spectres	4
Mummies	5
Minotaurs	6
Manticores	7
Cockatrices	8
Sorcerers	9
Wyverns	10
Hydra (6–8 Heads)	11
Medusae	12

6	Die
Giants	1
Hydra (9–12 heads)	2
Dragons	3
Basilisks	4
Gorgons	5
Chimeras	6
Vampires	7
Lords	8
Spectres	9
Wizards*	10
Evil High Priests*	11
Purple Worms	12

*Typically each will be accompanied by from 1–4 apprentices (Enchanters/Evil Priests) and 1–6 body-guards (levels 4–6) fighter-type.

Other monsters to consider, depending upon the level and the surroundings: Giant Crabs, Giant Leeches, Giant Octopi, Crocodiles, Giant Squids, Sea Monsters, Nixies, Mermen, Griffons, Pterodactyls, Rocs, Invisible Stalkers, Cyborgs, Robots, Androids, Shadows, Dopplegangers.



Number of Wandering Monsters Appearing: If the level beneath the surface roughly corresponds with the level of the monster then the number of monsters will be based on a single creature, modified by type (that is, Orcs and the like will be in groups) and the number of adventurers in the party. A party of from 1–3 would draw the basic number of monsters, 4–6 would bring about twice as many, and so on. The referee is advised to exercise his discretion in regard to exact determinations, for the number of variables is too great to make a hard and fast rule. There can be places where 300 Hobgoblins dwell, but how many can come abreast down a typical passage in the dungeons? Allow perhaps 3 in a ten foot wide passage, and the balance will either be behind the front rank or fanning out to come upon the enemy by other routes. The most fearsome man or monster can be overwhelmed by sheer numbers of smaller/weaker creatures provided the latter are able to close!

Avoiding Monsters: Monsters will automatically attack and/or pursue any characters they "see," with the exception of those monsters which are intelligent enough to avoid an obviously superior force. There is no chance for avoiding if the monster has surprised the adventurers and is within 20 feet, unless the monster itself has been surprised. If the adventurers choose to flee, the monster will continue to pursue in a straight line as long as there is not more than 90 feet between the two. When a corner is turned or a door passed through or stairs up or down taken the monster will only continue to follow if a 1 or a 2 is rolled on a 6-sided die. If a secret door is passed through the monster will follow only on a roll of 1. Distance will open or close dependent upon the relative speeds of the two parties, men according to their encumbrance and monsters according to the speed given on the Monster Table in Vol. II. In order to move faster characters may elect to discard items such as treasure, weapons, shields, etc. in order to lighten encumbrance.

There is a 25% chance that any character surprised by a monster will drop some item. If he does, roll for the possibilities remembering that only these items held could be so dropped.

Burning oil will deter many monsters from continuing pursuit.

Edible items will have a small likelihood (10%) of distracting intelligent monsters from pursuit. Semi-intelligent monsters will be distracted 50% of the time. Non-intelligent monsters will be distracted 90% of the time by food.

Treasure will have the opposite reaction as food, being more likely to stop intelligent monsters.

Random Actions by Monsters: Other than in pursuit situations, the more intelligent monsters will act randomly according to the results of the score rolled on two (six-sided) dice:

2–5	negative reaction
6–8	uncertain reaction
9–12	positive reaction

The dice score is to be modified by additions and subtractions for such things as bribes offered, fear, alignment of the parties concerned, etc.

EXAMPLE OF THE REFEREE MODERATING A DUNGEON EXPEDITION:

The players, equipped and ready, are assumed to have located a set of stairs descending to the first level beneath the ground. The Referee's part will be indicated REF, that of the "Caller" for the players being shown as CAL.

REF: Steps down to the east.

CAL: We're going down.

REF: 10', 20', 30' — a 10' square landing — steps down to the north and curving down southeast.

CAL: Take those to the southeast.

REF: 10′, and the steps curve more to the south; 20′. Steps end, and you are on a 10′ wide passage which runs east, southeast, and west. There is a door to your left across the passage on a northwest wall.

CAL: Listen at the door — three of us.

REF: (After rolling three dice) You hear nothing. (At this time a check for wandering monsters is also made.)

CAL: Ignore the door and proceed along the corridor southeastwards.

REF: 10′, 20′, 30′, 40′, 50′. "Four way": Northwest, northeast, south and southwest — the south passage is 20′ wide.

CAL: Go south.

REF: 60′, 70′: passage continues, doors east and west.

CAL: Listen at the east door.

REF: (After appropriate check) You hear shuffling.

CAL: Two of us (specifying which two) will throw our weight against the door to open it. All will be ready for combat.

REF: (After rolling two dice:) The door opens! You can't be surprised, but the monsters — you see half-a-dozen gnolls — can be (Here a check for surprise is made, melee conducted, and so on.)

CAL: Okay, what does the room look like — we're examining the walls, ceiling, floor, and contents of the room itself.

REF: (After checking to see if dwarves and/or elves are in the party:) The room is a truncated pyramid. The east wall is the truncated part, directly opposite the door you entered. It is 10′ long with another door in it. The walls connecting it to the west wall, the place you entered, are each about 35′ long. The west wall, which is where you entered, is 30′ long with a door in the middle of the wall. The elf has noted that there seems to be a hollow spot near the east end of the southeast wall. The floor and ceiling seem to have nothing unusual. The room contains the bodies of the gnolls, a pile of refuse in the north corner of the west wall, and two trunks along the wall opposite the one which sounds hollow.

CAL: The elf will check out the hollow sound, one of us will sort through the refuse, each trunk will be opened by one of us, and the remaining two (naming exactly who this is) will each guard a door, listening to get an advance warning if anything approaches.

REF: Another check on the hollow sound reveals a secret door which opens onto a flight of stairs down to the south. The refuse is nothing but sticks, bones, offal and old clothes. One chest is empty; the other had a poison needle on the lock. (Here a check to see if the character opening it makes his saving throw for poison.) The chest with the poison needle is full of copper pieces — appears to be about 2,000 of them.

CAL: Empty out all of the copper pieces and check the trunk for secret drawers or a false bottom, and do the same with the empty one. Also, do there seem to be any old boots or cloaks among the old clothes in the rubbish pile?

REF: (Cursing the thoroughness of the Caller!) The seemingly empty trunk has a false bottom . . . in it you have found an onyx case with a jeweled necklace therein. The case appears to be worth about 1,000, and the necklace 5,000 Gold Pieces. Amidst the litter the searcher has located a pair of old boots, but there is nothing like a cloak there.

CAL: The boots will be tried on now to see if they allow silent movement—we can use a set of Elven Boots! I will secure the case and necklace in my back pack, while the others will, by turn, fill their packs with coppers.

REF: This will require four turns. (He checks for monsters wandering in, and on the fourth try one is indicated. However, as there was a listener at the door it is approaching, he also checks to see if it is detected, allowing a good probability that it will be heard.) As you complete your loading, the dwarf at the west door detects heavy footsteps approaching. The boots, by the way, are Elven-type . . .

CAL: EXCELLENT! Our Magic-User will cast a HOLD PORTAL on the west door while the elf opens the secret one. We will then all beat a hasty retreat down the stairs to the south. Onward, friends, to more and bigger loot!

With appropriate variations for ability to detect and/or see what is around them, the adventure will continue in this manner until the party leaves the dungeons or are killed therein.

THE WILDERNESS:

The so-called Wilderness really consists of unexplored land, cities and castles, not to mention the area immediately surrounding the castle (ruined or otherwise) which housed the dungeons. The referee must do several things in order to conduct wilderness adventure games. First, he must have a ground level map of his dungeons, a map of the terrain immediately surrounding this, and finally a map of the town or village closest to the dungeons (where adventurers will be most likely to base themselves).

"Blackmoor" is a village of small size (a one-horse town), while "Greyhawk" is a large city. Both have maps with streets and buildings indicated, and players can have town adventures roaming around the bazaars, inns, taverns, shops, temples, and so on. Venture into the Thieves' Quarter only at your own risk!

The terrain beyond the immediate surroundings of the dungeon area should be unknown to all but the referee. Off-hand adventures in the wilderness are made on the OUTDOOR SURVIVAL playing board (explained below). Exploratory journeys, such as expeditions to find land suitable for a castle or in search of some legendary treasure are handled in an entirely different manner.

OUTDOOR SURVIVAL has a playing board perfect for general adventures. Catch basins are castles, buildings are towns, and the balance of the terrain is as indicated.

Castles: As stated, the ponds indicate Castles. The inhabitants of these strongholds are determined at random. Occupants of these castles will venture out if a party of adventurers passes nearby. If passing over the castle hex there is a 50% chance (die 1–3) that they will come out, if one hex away there is a 33-1/3% chance (die 1–2), and if two hexes away there is only a 16-2/3% chance (die 1). If the party is on the castle hex and hails the castle, the occupants will always come forth if the party is not obviously very strong and warlike. Patriarchs are always Lawful, and Evil High Priests are always Chaotic. All other castle inhabitants will be either hostile to the adventurers (die 1–3) or neutral (die 4–6). Determine the occupant of a castle as follows:

Die	**Occupant**	**Type of Guards/Retainers in Castle (The number after indicating the type die to use to determine how many)**			
		Die 1	**2**	**3**	**4**
1	Lord	Champions^{8}	Griffons*^{6}	Myrmidons^{10}	Giants^{4}
2	Superhero	Myrmidons^{8}	Rocs*^{4}	Ogres^{4}	Swashbucklers^{10}
3	Wizard	Dragons^{4}	Chimeras^{4}	Wyverns^{4}	Basilisks^{4}
4	Necromancer	Chimeras^{4}	Manticores^{6}	Lycanthropes^{12}	Gargoyles^{12}
5	Patriarch	Heroes^{20}	Superheroes^{6}	Treants^{10}	Hippogriffs*^{8}
6	Evil High Priest	Trolls^{10}	Vampires^{6}	White Apes^{20}	Spectres^{10}

*With a like number of Heroes riding these creatures.

Fighting-Men within castles will demand a jousting match with all passersby of like class. Otherwise they will demand a toll of from 100 to 600 Gold Pieces from the party. If a joust takes place (use rules from CHAINMAIL) the occupant of the castle will take the loser's armor if he wins, but if the character wins, the castle owner will host all in the party for up to one month, supply them with two weeks of rations, and provide warhorses (Heavy) if the party so requires.

Magic-Users from castles will send passersby after treasure by Geas if they are not hostile, with the Magic-User taking at least half of all treasure so gained, the Magic-User having first choice of magical items and automatically choosing Miscellaneous Magic, Wands/Staves, or Rings (in that order) in preference to other items. Otherwise, the Magic-User will require a magical item from the passersby as toll, and if they have no magical items suitable for use the Magic-User will require a toll of from 1,000 to 4,000 Gold Pieces.

Clerics will require passersby to give a tithe (10%) of all their money and jewels.

If there is no payment possible the Cleric will send the adventurers on some form of Lawful or Chaotic task, under Quest. Generally Evil High Priests will simply attempt to slay Lawful or Neutral passersby who fail to pay their tithes.

Guards: In addition to those men or monsters accompanying castle residents, there will be a number of men aiding in defense. From 30 to 180 men will man the walls, one-half of whom will be crossbow armed light foot, and the balance will be heavy foot. Those castle residents who are accompanied by men or creatures capable of riding or able to make near equal speed will be mounted on horseback, as will their men be mounted. There is also a chance that there will be others in the castle's party:

Castle Resident	% Chance of Having	Level
Fighting-Men	25% chance for Magic-User	5–8
	50% chance for Cleric	3–6
Magic-User	25% chance for Fighting-Man	5–8
	50% chance for Apprentice	4–7
Cleric	50% chance for 1–6 Assistants	4–7

REFEREE'S MAP is a wilderness map unknown to the players. It should be for the territory around the dungeon location. When players venture into this area they should have a blank hexagon map, and as they move over each hex the referee will inform them as to what kind of terrain is in that hex. This form of exploring will eventually enable players to know the lay of the land in their immediate area and thus be able to select a site upon which to build their castles. (Castle building and its attendant requirements will be covered hereafter.) Exploratory adventures are likely to be the most exciting, and their incorporation into the campaign is most desirable. Exploration by foot is at normal speed. Horsed parties will travel at the speed of a draft horse, and exploration by air will be at half normal flying speed.

MOVEMENT:

Type	# of Hexes	Type: (Flying)	# of Hexes
Man on foot	3		
Wagon or Cart	4	Dragon	24
Draft Horse	5	Griffon	30
Heavy Horse	6	Hippogriff	40
Medium Horse	8	Roc	48
Light Horse	10	Pegasus	48
Raft	10 (3)	Broom	40
Boat	15 (5)	Carpet	30
Merchant	12	Efreet	20
Galley	20 (6)	Djinn or Air Elemental	30

(Numbers in parenthesis are for swamp movement)

Large Party Movement: Parties numbering over 100, including pack or draft animals, will incur a 1 hex penalty. Parties over 1,000 incur a 2 hex penalty.

Terrain Penalties: All terrain penalties are as stated in OUTDOOR SURVIVAL; mountains and swamps cost three movement per hex, crossing rivers at non-ford hexes also costs three, and woods or deserts cost two. Tracks through mountainous terrain cost two factors per hex moved, and tracks through woods or swamps incur no movement penalty.

Rest: All creatures must rest after six days of movement. Rest must be at least one full day. Exception: Dragons who travel for three weeks must sleep one full week if their mode of travel was walking, and they must sleep for three full weeks if their mode of travel was flight.

Scale: Assume the greatest distance across a hex is about 5 miles.

Turn: Each move will constitute one day. Each day is considered a turn.

WILDERNESS MONSTERS:

Sighting Monsters: Players will see monsters at from 40–240 yards (inches convert to tens of yards for the wilderness) unless the monster has surprised the characters involved.

Surprise: This is the same as in the underworld, except that the distance is from 10–30 yards, and if there are three or more monsters involved they will have moved into a circle around the adventurers. Monsters at 10 yards distance will be able to attack.

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Lost Parties: There is a chance of being lost, the chance depending on the type of terrain the party begins its turn upon. A lost party must move in the direction indicated by the die roll (1–6, as shown in the OUTDOOR SURVIVAL rules and on that board) and may make only one direction change from that direction. When exploring the referee should indicate which direction the party is lost in.

Wandering Monsters: At the end of each day (turn) the referee will check to see if a monster has been encountered. The matrix below is for travel afoot or mounted. For travel afloat or in the air two die rolls are made — a 5 on the first one indicates an adventure in the mid-point of the day with waterborne or aerial monsters; a 6 on the second die roll indicates that there is a normal adventure at the end of the day, and the table below is used. Exception: Ships which remain continually in water will roll but once daily for encounters, with a result of 6 indicating such an encounter.

WILDERNESS WANDERING MONSTERS:

Terrain Type	**Clear**	**Woods**	**River**	**Swamp**	**Mtns.**	**Desert**	**City**
Lost - - - - - - -	1	1–2	1	1–3	1–2	1–3	- - -
Encounter -	6	5–6	5–6	4–6	4–6	5–6	6
Die Roll for Type Encounter							
1	Men	Men	Men	Men	Men	Men	Men
2	Flyer	Flyer	Flyer	Flyer	Flyer	Flyer	Undead
3	Giant	Giant	Giant	Giant	Giant	Giant	Undead
4	Lycanth.	Lycanth.	Lycanth.	Lycanth.	Lycanth.	Men	Men
5	Animals	Lycanth.	Swimmer	Swimmer	Animals	Animals	- - -
6	Men	Men	Swimmer	Undead	Giants	Dragon	- - -
7	Animals	Animals	Animals	Undead	Dragon	- - -	- - -
8	Dragon	Dragon	Dragon	Dragon	Dragon	- - -	- - -

MEN

Die	**Typical**	**Mountain**	**Desert (Mars)**	**Waterborne**
1	Bandits	Bandits	Nomads	Buccaneers
2	Brigands	Berserkers	Dervishes	Pirates
3	Necromancer	Brigands	Nomads	Buccaneers
4	Wizard	Lord	Lord	Pirates
5	Bandits	Wizard	Wizard	Buccaneers
6	Berserkers	Superhero	Nomads	Mermen
7	Lord	Cavemen	(Red Martians)	- - -
8	Superhero	Necromancer	(Tharks)	
9	Brigands	Evil High Priest	(Black Martians)	
10	Bandits	Cavemen	(Yellow Martians)	
11	Evil High Priest	Patriarch	(Tharks)	
12	Patriarch	Berserkers	(White Martians)	

Die	**FLYER TYPES**	**UNDEAD TYPES**	**GIANT TYPES**
1	Pegasi	Skeletons	Kobolds
2	Rocs	Zombies	Goblins
3	Chimeras	Ghouls	Orcs
4	Hippogriffs	Wights	Hobgoblins
5	Griffons	Wraiths	Gnolls
6	Manticores	Mummies	Ogres
7	Rocs	Spectres	Trolls
8	Wyverns	Vampires	Giants
9	Dragons	- - -	Gnomes
10	Pegasi	- - -	Dwarves
11	Hippogriffs	- - -	Elves
12	Griffons	- - -	Treants

Die	LYCANTHROPES	SWIMMER TYPES	DRAGON TYPES
1	Werewolves	Giant Crabs	Black Dragons
2	Wereboars	Nixies	White Dragons
3	Weretigers	Giant Octopi	Green Dragons
4	Werebears	Giant Squid	Blue Dragons
5	- - -	Sea Monster	Red Dragons
6		Giant Snakes	Gold Dragons
7		Crocodiles	Cockatrices
8		Giant Leeches	Basilisks
9		Mermen	Wyverns
10		Nixies	Chimeras
11		Giant Fish	Hydra (7–9 heads)
12		Dragon Turtle	Hydra (10–12 heads)

Die	Basic Animals	Optional Woods	Optional Swamps	Optional Arid Plains	Optional Mountains
1	Spiders	Centaurs	Tyr. Rex	Apts	Cave Bears
2	Centipedes	Unicorns	Pterodactyl	Banths	Dire Wolves
3	Lizards	Minotaurs	Triceratops	Thoats	Sabre T. Tigs.
4	Toads	Gorgons	Brontosaurus	Calots	Mastodons
5	Ants	Pixies	Stegosaurus	White Apes	Spotted Lions
6	Weasels	Manticores	Tyr. Rex	Thoats	Woolly Rhinos
7	Apes	Dryads	Pterodactyl	Orluks	Titanotheres
8	Beetles	Medusae	Triceratops	Sith	Cave Bears
9	Scorpions	- - -	- - -	Tharks	Mammoths
10	Lions			Darseen	Sabre T. Tigs.
11	Boars			Banths	Dire Wolves
12	Snakes			Tharks	Spotted Lions

Notes:
There will be from 2–12 men with any Fighting-Man, Magic-User, or Cleric encountered in the wilderness. They will be from the 1st to 4th level of the appropriate class. In addition there will be other magical items they might have:

Fighting-Man		Magic-User		Cleric	
ITEM	**CHANCE**	**ITEM**	**CHANCE**	**ITEM**	**CHANCE**
sword	50%	wand	60%	weapon	40%
shield	25%	ring	30%	staff	30%
armor	25%	misc. magic	20%	shield	20%
				armor	10%

Animals will generally be of the giant variety, although the referee might prefer to have small spiders, for example, which attack the party when they are asleep.

EVADING IN THE WILDERNESS:

Castle Inhabitants will pursue on a roll of a 1–3 if they are hostile to the party, and only on a 1 if they are basically neutral. Evasion is the same as described below for monsters.

Evading: This action is a function of the size of the party of adventurers and the number of monsters, modified by surprise, terrain and comparative speed. Use the following table as a guideline.

Party Size (Mounted or on Foot)	Number of Monsters Encountered by Party	Chance of Evading
1–3	25% or less of possible #	50%
1–3	26%–60%	70%
1–3	Over 60%	90%
4–9	25% or less of possible #	30%
4–9	26%–60%	50%
4–9	Over 60%	70%
10–24	25% or less of possible #	15%
10–24	26%–60%	30%
10–24	Over 60%	50%
25+	25% or less of possible #	05%
25+	26%–60%	20%
25+	Over 60%	35%

Surprise by party means that evasion chances are doubled.

Surprise by monsters negates all chance of evasion unless party is able to use some form of magic, or terrain is woods.

Woods add 25% to evasion chances and give a 10% chance of evasion even if surprised.

If the comparative speed of the two parties is such that one is at least twice as fast as the other, the faster will have the effect of increasing/decreasing evasion chances by 25%. This includes surprise situations.

Pursuit: Pursuit will take place whenever it is so indicated with regard to castle inhabitants or when a party is unable to evade monsters. A die is rolled, and the pursuit then goes in that random direction. If the monster is faster than the party involved there is a 50% chance it will catch the party. The party now moves another hex in a random direction, and a die is rolled to determine if pursuit will continue. If pursuit continues the chances for being caught by a faster monster are exactly the same, and the same procedure is repeated if the party is not caught. This procedure continues until pursuit is ended or melee occurs. Woods or swamp will reduce the chance of being caught by 25%.

For each hex moved in pursuit, a party must spend one-half day resting (remember, a day equals one turn). During a day at rest two dice are thrown for determining if wandering monsters are encountered, rather than but one.

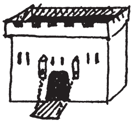
CONSTRUCTION OF CASTLES AND STRONGHOLDS:

At any time a player/character wishes he may select a portion of land (or a city lot) upon which to build his castle, tower, or whatever. The following illustrations are noted with the appropriate cost in Gold Pieces. Each player who builds should draw an extra set of plans and specifics for the referee. Surprises, intakings, sieges and so on can take place.

CONSTRUCTION:

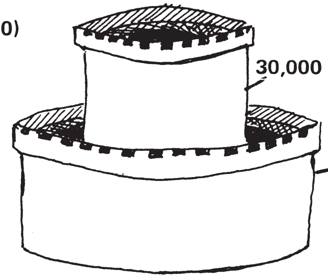
	Single	Double
Wooden Door	10	15
Reinforced Door	20	30
Iron Door	50	75
Stairs, 10′ wood	30	45
Stairs, 10′ stone	90	140
Slit or window	10	15

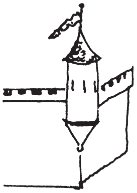
Gate House & Gate (3,000)
Portcullus and Draw-
bridge (2,000)



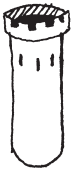
Gate House
4500

Towers:
To shorten 10′ -10%
To add each 10′ +20%

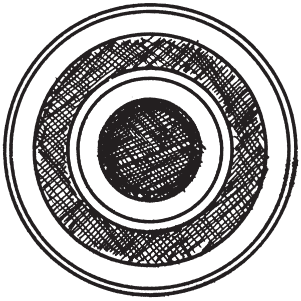

30,000
42,000 + Gate(s)



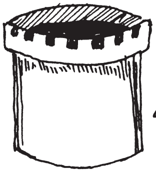
Barbette
1000
10′

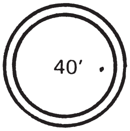


Small
Tower
4500
15′

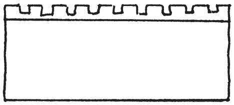


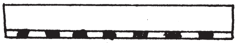
Great Keep



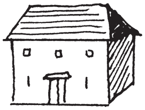


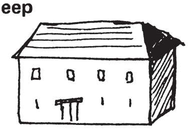
10,000

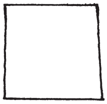




Curtain Wall 3500

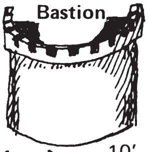




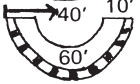


2500

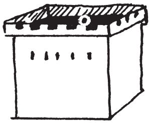
Bldg. = 120′ of wall - 2 stories of 10′ each, 2 doors/floor
Stories up to 2nd & attic stories + 1 to cellar



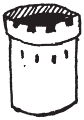
Bastion



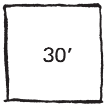
3000



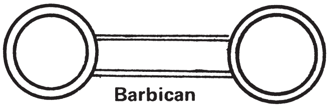
4000



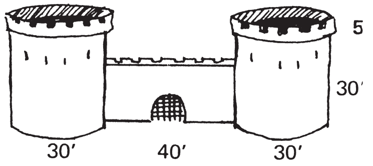
5000



Towers Rnd.
Sq.



Barbican
14,000



Barbican 20,000

SPECIALISTS:

There are a number of specialists available to those in positions of power, i.e. with their own strongholds. The list is merely typical, and the referee can modify it as he desires:

Specialist	Cost	Specialist	Cost
Alchemist	1,000/month	Sage	2,000/month
Armorer	100/month	Seaman	10/month
Assassin	2,000/mission	Ship Captain	250/month
Animal Trainer	500/month	Smith	25/month
Engineer	750/month	Spy	500/mission

Alchemist: Given a formula, the Alchemist can duplicate it to make a similar potion at a cost of one-half the potion's value. Alchemists may conduct research, but the time and expense are twice that of a Magic-User, and they may only work on poisons.

Armorer: It is mandatory that there be one Armorer for every 50 fighters in a player/character's employ in order to maintain the arms and armor of such men, elves, or what have you. An armorer can also make arms and armor, providing he has no maintenance duties to perform. Unassisted he can make one suit of armor, or three shields, or five weapons per month. With two assistants (one must be a Smith) he can double this volume, and with six assistants (two must be Smiths) the volume can be trebled.

Assassin: The role of this hireling is self-evident. The referee will decide what chance there is of his mission being accomplished by noting the precautions taken by the intended victim. Assassins are not plentiful, and some limit on the number employable during any game year must be enforced.

Animal Trainer: Each Animal Trainer is capable of training but one kind of animal, and one is necessary to train any animal other than horses or mules, for example. Thus if a player wishes to raise a herd of Hippogriffs, a trainer is necessary. An Animal Trainer can handle about six animals. The length of time necessary to completely train the animals is up to the referee.

Engineer: It is mandatory to hire an Engineer to build any major stronghold or conduct a siege. Any tunneling must be supervised by an Engineer.

Sage: The Sage can function only in an advisory capacity. They are employable only by Fighting-Men. Depending on the willingness of the referee to become involved, there is no limit to the number of Sages possible. Utmost discretion is required when the referee is acting in this role.

Seaman: All ships must be manned by a crew of Seamen under a Ship Captain. The number required is stated in the naval rules section herein. Generally, Seamen will not be fighters, but those that are able to fight will receive pay both as a Seaman and as a fighter, according to their classification.

Ship Captain: A self-explanatory role.

Smith: As already mentioned, a Smith is able to assist an Armorer. For every 50 horses or mules in a player/character's force there must be one Smith to maintain them.

Spy: There are two ways to acquire a Spy: The Spy can be hired and then await inclusion in the desired force, or he can be ordered to make himself available to this force. A Spy can also be gained through corruption. In this latter method the player/character desiring to acquire a Spy in the enemy's camp offers a bribe to some member of that camp. If it is accepted there is a very high probability of the Spy then faithfully performing his duties thereafter. Chances are only determinable by the referee. Information gained by any Spy is also passed on by the referee.

MEN-AT-ARMS:

Hired fighters can be men, dwarves or elves. Chaotic characters may wish to employ Orcs; Orc support and upkeep is only half that of a man. Men-at-Arms require support and upkeep as follows:

	Monthly Cost in Gold Pieces			
Classification	**Man**	**Dwarf**	**Elf**	**Orc**
Non-Fighter	1	----	----	----
Light Foot	2	----	----	1
Heavy Foot	3	4	5	1-1/2
Archer	5	----	10	3
Crossbowman	4	5	----	----
Longbowman	10	----	----	----
Light Horseman	10	----	----	----
Medium Horseman	15	----	----	----
Heavy Horseman	20	----	----	----

OBTAINING SPECIALISTS & MEN-AT-ARMS:

In order to hire either of these classes of persons it is necessary to do one or both of the following: Post notices in conspicuous places, stating the positions open and who is offering such employ; or have servitors circulate in public places, seeking such persons as are desired. The weekly cost of either method is from 100–600 Gold Pieces. The referee must determine the probability of the success of the attempt based upon the generosity of the offer made and so on. Elves and Dwarves are not common, and specialists are even less so.

RUMORS, INFORMATION, AND LEGENDS:

Such activity as advertising will certainly gain the notice of the locals and begin a chain of rumors. So will almost any other unusual activity. Even the departure of a party from a town is likely to be noticed. Obtaining such news is usually merely a matter of making the rounds of the local taverns and inns, buying a round of drinks (10–60 Gold Pieces), slipping the barman a few coins (1–10 Gold Pieces) and learning what is going on. Misinformation is up to the referee. Legends will be devised by the referee as the need arises, but they are generally insinuated in order to lead players into some form of activity or warn them of a coming event.

PLAYER/CHARACTER SUPPORT AND UPKEEP:

Player/Characters must pay Gold Pieces equal to 1% of their experience points for support and upkeep, until such time as they build a stronghold. If the stronghold is in a wilderness area, all support and upkeep costs then cease, but if it is in a village or town not controlled by the player/character, then support and upkeep payments must continue.

BARONIES:

Another advantage accruing to those who build their strongholds in the wilderness is that they will gain control over the surrounding countryside. Clearing the countryside of monsters is the first requirement. The player/character moves a force to the hex, the referee rolls a die to determine if there is a monster encountered, and if there is one the player/character's force must remove it. If no monster is encountered the hex is already cleared. Territory up to 20 miles distant from a stronghold may be kept clear of monsters once cleared — the inhabitation of the stronghold being considered as sufficient to maintain the monster-free status.

Within each territory there will be from 2–8 villages of from 100–400 inhabitants each. This populace will bring in annual tax revenue equal to 10 Gold Pieces each. The referee may also allow various investments in the territory, adjudicating revenue according to investment and area potential. Some possible investments are:

Road Building
Canals
Inns
Hunting
Religion
Armories
Animal Breeding
Farming
Fishing
Exploration
Ship Building
Sea Trade
Land Trade
Trapping
Tourism

Successful investments will also have the effect of increasing the population of the investor's territory, providing the area of investment does not specifically preclude such (hunting and trapping would do so, for example).

ANGRY VILLAGER RULE:

Anyone who has viewed a horror movie is aware of how dangerous angry villagers are. Whenever the referee finds that some player has committed an unforgivable outrage this rule can be invoked to harass the offender into line. Within the realm of angry villagers are thieves from the "thieves' quarter," city watches and militia, etc. Also possible is the insertion of some character like Conan to bring matters into line.

OTHER WORLDS:

There should be no "natural laws" which are certain. Space could be passable because it is filled with breathable air. On the other hand the stars could be tiny lights only a few hundred miles away. Some areas of land could be gates into other worlds, dimensions, times, or whatever. Mars is given in these rules, but some other fantastic world or setting could be equally as possible. This function is up to the referee, and what he wishes to do with it is necessarily limited by his other campaign work. However, this factor can be gradually added, so that no sudden burden will be placed upon the referee.

LAND COMBAT:

The basic system is that from CHAINMAIL, with one figure representing one man or creature. Melee can be conducted with the combat table given in Vol. I or by the CHAINMAIL system, with scores equalling a drive back or kill equal only to a hit. Battles involving large numbers of figures can be fought at a 20:1 ratio, with single fantastic types fighting separately at 1:1 or otherwise against but a single 20:1 figure.

AERIAL COMBAT:

Many of the most interesting battles take place in the air, so we offer you "Battle in the Skies," or "BITS" (with no apologies to Mike Carr, creator of Fight in The Skies). Most firing and melee is based on CHAINMAIL.

PLAYING AREA:

Paper counters and a hexagon or staggered-square playing board should be used in those cases where it is not possible to use miniature figures. It is also necessary that height be noted by use of a counter. Counters numbered in 1" increments can be prepared, and the appropriate one be placed with the unit when the turn is finished, thus indicating height in inches. The board must be large enough to allow movement of the fastest flying creature, so it must be at least 48 × 48. If figures are used, a playing area of 6′ × 6′ is ideal.

WRITTEN ORDERS:

It is suggested that orders be written so that simultaneous movement is possible. Orders need only indicate the direction, length, and altitude gain or loss. Firing missiles is always allowable at the end of a turn unless the firer is meleed and unable to do so; it is therefore unnecessary to record firing instructions.

DJINNI
kp 6/73

MOVEMENT:

Straight Ahead: At the movement rate of the creature.

Turns: The relative size of the creature dictates how many can be made during a move, and how many spaces (inches) must be traveled between each turn. Size categories are:

Category	Number of Turns per Move	Number of Spaces between Turns
Sprite, Large Bird, or Large Insect	5	1
Man, Flying Broom, or Undead flyer	4	2
Cockatrice, or Gargoyle	3	3
Pegasus, Hippogriff or Air Elemental	6	3
Flying Carpet, Manticore, or Wyvern	4	4
Chimera, Dragon, Roc, or Giant Insect	3	5
Giant Reptile	2	6

Diving: Diving movement can be straight ahead or include turns. Altitude lost cannot exceed one-half the total movement distance of the creature (or thing), unless a Sharp Dive is indicated. A sharp dive allows the creature doing so to add 50% to his movement distance, but movement is straight ahead, and is at a rate of but one inch for every ten inches dived.

Climbing: To climb, the creature moves ahead the number of inches equal to the number of inches of height climbed. The cost of climbing is twice the number of inches climbed plus the number of inches equal to the "Number of Spaces between Turns" requirement, i.e. 6 (6") for a giant reptile.

Other Maneuvers: Any other maneuvers are optional at the discretion of the campaign referee.

MISSILE FIRE:

Air-to-Air: Treat as normal missile fire, but include the Chance to Hit Flying Creature and Critical Hit Table below.

Air-to-Ground/Ground-to-Air: Treat as normal, except that the usual form of catapult fire will not be allowable. A sling-ended catapult can fire a load of small stones in a "shotgun effect." The flight curve of such fire is considered to reach its apex at one-half the total range of the missile and to be equal in height to the full range for counterpoised catapults and equal to one-half the range in other forms of catapults. Use a spherical "Hit Area" for these if a target is in the curve. Note that a tension-type of light catapult can be employed to fire large darts (two dice of damage) into the air, even straight up, at the maximum range for such catapults, and no minimum range is applicable.

Hit On Flying Creature:

Attack **Position:**	**Rider**	**Head**	*Hit Location* **Wing**	**Body**	**Tail**
Front	1–2	3–4	5–6	7–0	- - -
Side	1	2–3	4–5	6–9	0
Top	1	2–3	4–7	8–9	0
Bottom	- - -	1–2	3–5	6–9	0
Tail	1–2	3	4–5	6–8	9–0

If there is no rider, and the Hit Location indicates that is the area of hit, simply score it as a body hit.

Critical Hit Table:

Hit Location:	**Probability of Critical Hit**	**Speed Reduced One-Half**	**Dive and Land**	**Withdraw from Battle**	**Crash – Dead In Air**
Rider*	25%	- - -	- - -	100%	- - -
Head	20%	10%	30%	40%	20%
Wing	20%	50%	20%	30%	- - -
Body	10%	30%	30%	30%	10%
Tail	NIL	- - -	- - -	- - -	- - -

*Includes all non-player characters under the third level.

Crash—for every 1" of height a rider must throw one six-sided die for damage occurring from the crash, i.e. a crash from 12" means twelve dice must be rolled and their total scored as points of damage incurred by the creature's rider.

Bombing: If necessary this form of attack can be allowed, with the largest flying creature able to carry a bomb load equal to the missile from a large catapult, smaller creatures carrying proportionately smaller loads. Bombing runs must be in a straight line for the whole turn of movement, although diving is allowable. To determine where the bomb hits, roll a pair of six-sided dice, a score of 7 indicating a direct hit. Scores under 7 indicate a hit left and/or short of the target; while scores over 7 indicate a hit right and/or long of the target. For each integer removed from seven, roll one die for the number of inches away from the target, i.e. a score of 4 is three integers removed from 7, so three dice are rolled for the distance in inches of the miss. A die is also rolled to determine where the bomb lands: 1, 2 it is left or right; 3, 4 it is left or right and short or long; and 5, 6 it is short or long.

Creatures carrying a bomb load will incur a movement penalty of one-third of their maximum movement capability.

MELEE:

When opponents are within the range indicated for melee (3″) then combat takes place. Of course if one opponent is in a position where the other cannot strike, then only one will be able to attack, just as in combat on land.

NAVAL COMBAT:

TYPES OF VESSELS AND MOVEMENT:

The basic types of vessels and their movement by sail or by oar/pole are given below. Note that crew size will affect them, as detailed hereafter. Other types of vessels can be added at the referee's discretion.

	Oared Movement			Sailed Movement			
Type	Slow	Cruise	Fast	Running	Broad Reaching	Qtr. Reaching	Beating
Galley, Lg	10	15	25	20/25	15/20	10/15	---
Galley, Sm.	15	20	30	25/30	20/25	15/20	---
Longship	12	18	25	30/35	25/30	20/25	---
Merchant, Lg.	–	–	–	20/30	18/27	15/24	10/20
Merchant, Sm.	–	–	–	25/35	22/32	20/30	15/25
Sailed Warship	–	–	–	25/35	22/32	20/30	15/25
Boat	10	15	20	15/20	12/17	10/15	5/10
Raft	–	10	–	10/15	6/10	---	---

Oared Movement: The three speed classifications are based on a full crew of well-rested and strong rowers. The number of turns that a stroke can be kept up is based on the fatigue factor. A fresh crew will have 30 fatigue factors to expend (Vikings 40).

Rest Gains	1 Fatigue Factor
Slow Movement expends	2 Fatigue Factors
Cruise Movement expends	3 Fatigue Factors
Fast Movement expends	10 Fatigue Factors

Oared movement with a current is at a 5″ bonus, while against current it is at a 5″ penalty.

Backing speed is one-half forward speed.

It is not possible to go from slow to fast speed in an oared ship. The increase in speed must be gradual, although it is possible to quickly decrease speed by backing oars:

From Speed	To Speed
Fast	Slow
Cruise	Stop
Stop	Back Slow
Back Slow	Back Cruise
Stop	Slow
Slow	Cruise
Cruise	Fast

Sailed Movement: The first number given for Sailed Movement is with a light to moderate breeze, and the second is for a fresh to strong breeze. Any wind under light is considered calm, and only oared movement is possible. Anything above a strong breeze makes sailing impossible, and the vessels must simply run before the storm, moving 3″ per turn in the direction the wind is blowing.

Sailing in a river is possible, but at one-half the speeds listed, excluding the bonus/penalty for movement with/against the current.

WIND FORCE AND DIRECTION:

Wind Force is determined by rolling two six-sided dice:

Dice Score	Result
2–3	Calm
4–8	Light to Moderate Breeze
9–11	Fresh to Strong Breeze
12	Gale or Storm

Galleys in a Fresh to Strong breeze have a 10% chance per turn of shipping water. If water is shipped the galley automatically loses 25% of its speed. If a galley ever loses 75% of its speed in such a situation it will sink.

Wind Direction is determined by rolling an eight-sided die:
1 = North, 2 = Northeast, 3 = East, 4 = Southeast, 5 = South, 6 = Southwest, 7 = West, and 8 = Northwest.

TURNING:

For every 10″ moved an oared ship being rowed may turn up to 45 degrees. For every 12″ of sailed movement a vessel may turn up to 30 degrees.

OPEN SEAS:

Galleys may not operate on the open seas, i.e. ocean, for the waves are too high for ships pierced for oars to survive in. This is not true for Viking longships, for they were pierced high on the freeboard.

PLAYING AREA:

For movement purposes 1:1200 scale models can be used, so a playing area about the size recommended for aerial combat will suffice. For play involving boarding and melee it will be necessary to prepare deck plans scaled to the size of figures used (or to counters if figures are not used).

WRITTEN ORDERS:

As detailed under Aerial Combat.

MISSILE FIRE:

All missile fire, including the various forms of catapult fire, are as in CHAINMAIL. Catapult hits will do points of damage to the ships, and when sufficient points have been scored the ship sinks. Large ships have from 18–24 points of possible damage before sinking, small ships have from 9–15, and a boat but 3 points.

RAMMING:

Medieval ships were not generally ram-equipped, but there is a possibility of running into ram-equipped vessels, so we offer brief rules for conducting a ram:

1. The ramming ship must have its mast lowered.
2. Ramming Speed is Fast.
3. A ramming ship must immediately back oars after striking.
4. The rammed ship suffers from 10% to 60% damage, and there is a 25% chance that it is holed below the waterline and will sink in 3–18 turns unless patched.
5. Patching a hole below the waterline requires 5 turns of work by ten men, and there is a 25% chance the job will not hold, requiring another five turns to replace.
6. A vessel rammed in the side loses 20% of its crew, 15% must be rowers if the ship is oared; a vessel rammed astern or bow on loses 5% of its crew, none of whom will be rowers.
7. Ramming does not affect grappling.

SHEARING OARS OFF:

Any vessel which passes alongside another vessel which has oars will shear these off, killing 50% of the rowers on that side of the ship. If the vessel shearing the oars is also a rowed ship, its own oars will be sheared off, with the same effect on rowers, unless orders specify that the oars on the side affected are to be shipped.

A ship with sheared oars will be dead in the water for three turns, and thereafter it will move at one-half speed maximum. If it has its oars sheared again it will remain powerless to move by rowing.

GRAPPLING:

Whenever ships come within 1″ of each other they may attempt to grapple. Each vessel has a 20% chance of successfully grappling. Assume grappled ships are dead in the water.

There is a 20% chance that a grapple can be cut.

It requires only one man to grapple or cut a grapple. Allow three grappling attempts per ship to be made during any turn, and a like number of attempts to cut grapples.

Once grappled, vessels may be boarded.

BOARDING:

To conduct boarding, vessels must be grappled. The deck plans of the vessels involved should then be placed in the manner indicated by the grappled models. For every three feet of deck space parallel to the ship to be boarded, one man per turn can board. In addition, persons swimming can climb the sides of a ship and board. Once boarders are on the enemy ship, combat takes place on a man-to-man basis (CHAINMAIL). Swimmers boarding suffer the penalty of having to fight any defender with the latter above him. Command Control will also play a part.

MELEE:

Use Man-to-Man rules as found in CHAINMAIL.

General Notes on Melee:

1. Figures move towards an objective, other than obvious loot, only when their leader or one of his lieutenants is able to exercise command control. Men will, of course, retreat.

2. Figures which are forced back with no space to retreat to are either forced overboard, forced off the deck they are on, fall from the rigging or surrender if none of the above alternatives apply. Those falling must make saving throws, one chance out of six for every level fallen that damage will be sustained, i.e. a fall from 40 feet will require a 5 or a 6 to save. Damage is determined by rolling a six-sided die for every level, one die for every two levels if the fall is broken by water or some yielding substance. Note that any figures struck by a falling figure must also make saving throws and are subject to damage, just as if they had themselves fallen.

3. Breaking down doors, chopping through walls or decks, or cutting rigging should be set by the referee with an eye towards the players' individual size and strength within any guidelines set down in these rules. So for instance

when a giant attacks the door on a standard ship it will probably only cost him half his movement points while it would take ten men an entire turn to break it down. Cutting rigging might be easy for anyone with a battle ax and a strong back but a giant would simply tear it apart like so much string rather than take the time to cut it with a dagger. So, again, say it would take a man with a sword three turns to cut a piece of rigging, or an anchor rope, while a giant would tear it apart in a single turn.

COMMAND CONTROL:

While barbaric warriors such as Vikings do not suffer from lack of command control, more civilized troops do. It is necessary that a leader or one of his lieutenants be nearby to issue orders to men involved in shipboard melees. The range of command control is the Charisma rating as a radius in inches. A leader may have two lieutenants to aid him in command, but a lieutenant has a range equal to his leader's minus one inch. These additional guidelines are suggested:

1. Leaders involved in melee have their command control range halved.
2. Personnel beyond the range of the leader's or lieutenants' command control will not respond.
3. Lieutenants must be within command control range of the leader to pass on orders, or themselves respond.
4. Monsters and unintelligent creatures do not have command control problems, and they will act according to what is going on around them.
5. Leaders in plain view above their men/subordinates will add 1" to their command control range radius for every 10' they are above them. Thus a leader on a stern castle would be about 20' higher than the deck, and he would add 2" to his range of command control.
6. Personnel engaged in melee will only respond to commands when a roll of 1–4 is made (on a six-sided die). This will be checked each turn. Therefore, orders for withdrawal, for example, can be given for three turns later which allows three turns for the personnel to respond.

SWIMMING:

Men in armor have a chance of drowning. Those in metallic armor must shed their armor or be drowned.

Armor Type	Chance of Drowning	Must Remove?
Plate	100%	- - -
Chain-type	80%	yes
Leather	20%	no
None	05%*	- - -

Note that in gale and storm conditions there is a 50% chance that any man in the water will drown. Roll for this possibility each turn.

*only if thrown overboard

Assume that one-half of all sailors can swim.

Swimming speed is 3” per turn. Survivors swimming can swim to any ship they can reach and be picked up if the ship is moving at “slow” oared speed or under 15” per turn in any case. Men do not have to allow themselves to be rescued.

Only daggers or wooden weapons which are buoyant can be carried when swimming. Buoyant weapons: wooden club, quarter staff, spear.

SHIP CAPTURE:

A ship is captured when the morale of its crew breaks or when all defenders are dead or overboard.

CREW NUMBERS AND TASKS:

Typical Crew Numbers:

Large Galley*	100 Rowers	50 Marines	20 Sailors
Small Galley**	50 Rowers	20 Marines	10 Sailors
Longship	75 Crew (64 rowers maximum)		
Large Merchant	20 Crew		
Small Merchant	15 Crew		
Sailed Warship†	15–20 Crew	40–60 Men-at-Arms	

*Catapult fore and aft
**Catapult fore
†Catapults fore and aft in castles, all protection typically superior to other ships save the Viking shield wall used only when boarding.

Tasks:

Rowing: For every oarsman short, simply reduce speed proportionately, ignoring all fractions. It will typically take about 5% losses to affect speed.

Stepping/Unstepping Masts: This is done only on Galleys and Longships. Ten crew accomplish the task in three turns.

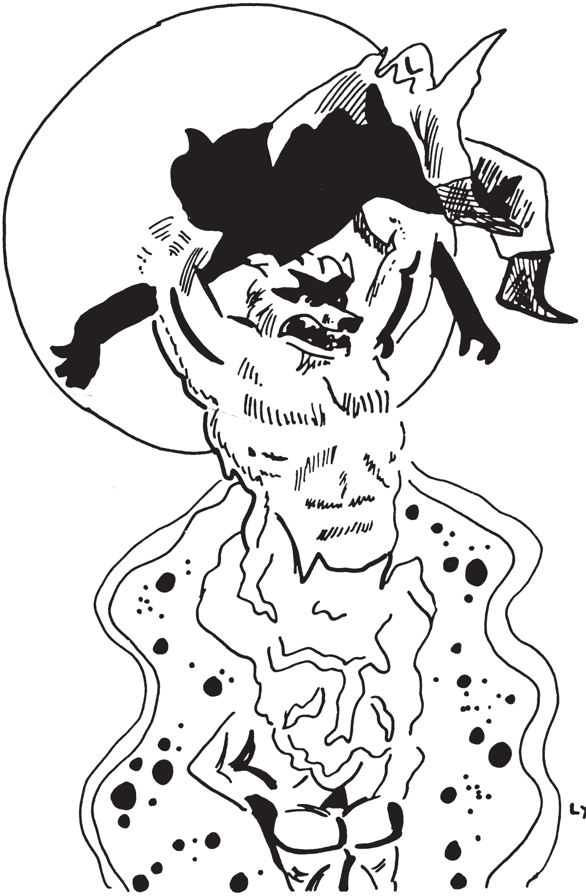
Making and Taking In Sail: Rowed ships need but three crewmen, other vessels six, to make or take in sails.

SPECIAL SUGGESTIONS FOR MONSTERS IN NAVAL ADVENTURES:

Mermen: Swimmers will travel 15″ per turn, and they have a 10% chance per 10 Mermen of grappling any ship which is within 1″ of them. They may remain submerged indefinitely, but when underwater their move must be written. When on the surface they are subject to missile fire. If they grapple a ship they must be on the surface. A ship is slowed 2″ for every successful grapple.

Nixies: These creatures operate only in fresh water moving 9″ per turn. It takes 40 of them to make a grappling attempt, which otherwise acts as a grapple by Mermen.

Dragon Turtle: The most fearsome monster of the waters, it dwells in large rivers, lakes or the ocean. They are exceptionally strong, being able to lift any ship upon their back if they happen to come up under it. The Dragon Turtle moves only 9″ per turn. The Dragon Turtle can breathe steam in an area like that of the fire of a Red Dragon. Their number of Hit Dice range from 11–13. It is in all other respects like dragons, except the Dragon Turtle cannot fly and moves at 3″ per turn on land.



LYCANTHROPE

Water Elemental: A Water Elemental can prevent a ship from moving. It can overturn small vessels.

Giant Leeches: Found only in swampy terrain, these monsters move at 6″ per turn. When they attack, a hit means that rather than score damage to their opponents they have attached themselves, and every two turns they will drain one life energy level. They can only be killed to detach them. Giant Leeches take from 2–12 hits to kill. Armor Class 8.

Crocodiles (Including Giant Crocodiles): Crocs move 15″ per turn in water, 9″ per turn on land. They can upset boats or rafts if of the giant type (20′ or longer). They are found in swamps and warm rivers with slow current. Giant crocs score two dice of damage when they hit. They can be rammed by ships, killing them, but possibly causing damage to the ramming vessel (50% chance) unless the ship is ram equipped. Armor Class 5.

Giant Snakes: Moving at a speed of 20″ per turn, the great snakes of the Sea (or large lakes) will attack as do Purple Worms. They can take from 6–36 hits, and the largest are able to wrap themselves around small ships (Longship or smaller) and cause them to suffer 10% per turn due to constriction. Armor Class 6.

Giant Octopi and Giant Squids: Found only in salt water, these monsters are able to move at 9″ and 12″ per turn respectively, and once per day they can jet — triple move and squirt out clouds of ink. Octopi take from 4–24 hits, and squid take from 6–36 hits. Note that each arm may attack. The largest squids attack like giant snakes, except that damage is double. The octopus has rubbery skin, giving it an armor class of 7. The squid has a shell over its stern, so front or arm hits are at Class 7 Armor, while body hits are at Class 3 Armor.

Giant Crabs: As these creatures cannot swim, they are a peril only near beaches and on land. They travel 6″ per turn. They attack twice, once for each pincher, and can take from 3–18 points of damage. Due to their shells treat them as Class 2 Armor.

Giant Fish: Moving at 30″ to 50″ per turn, the various forms of giant fish will attack swimmers, small craft, or other monsters nearby. If they attack a small craft, they will become exposed to missile fire for a brief time. Some are able to ram (Moby Dick-types . . .). Harpoons are recommended.

Final Note: If sea monsters or monsters of the sea do not get a ship, perhaps it will sail off the edge of the world!

HEALING WOUNDS:

As noted previously, energy levels can only be regained by fresh experience, but common wounds can be healed with the passage of time (or the use of magics already explained). On the first day of complete rest no hit points will be regained, but every other day thereafter one hit point will be regained until the character is completely healed. This can take a long time.

TIME:

As the campaign goes into full swing it is probable that there will be various groups going every which way and all at different time periods. It is suggested that a record of each player be kept, the referee checking off each week as it is spent. Reconcile the passage of time thus:

Dungeon expedition = 1 week
Wilderness adventure = 1 move = 1 day
1 week of actual time = 1 week of game time

The time for dungeon adventures considers only preparations and a typical, one day descent into the pits.

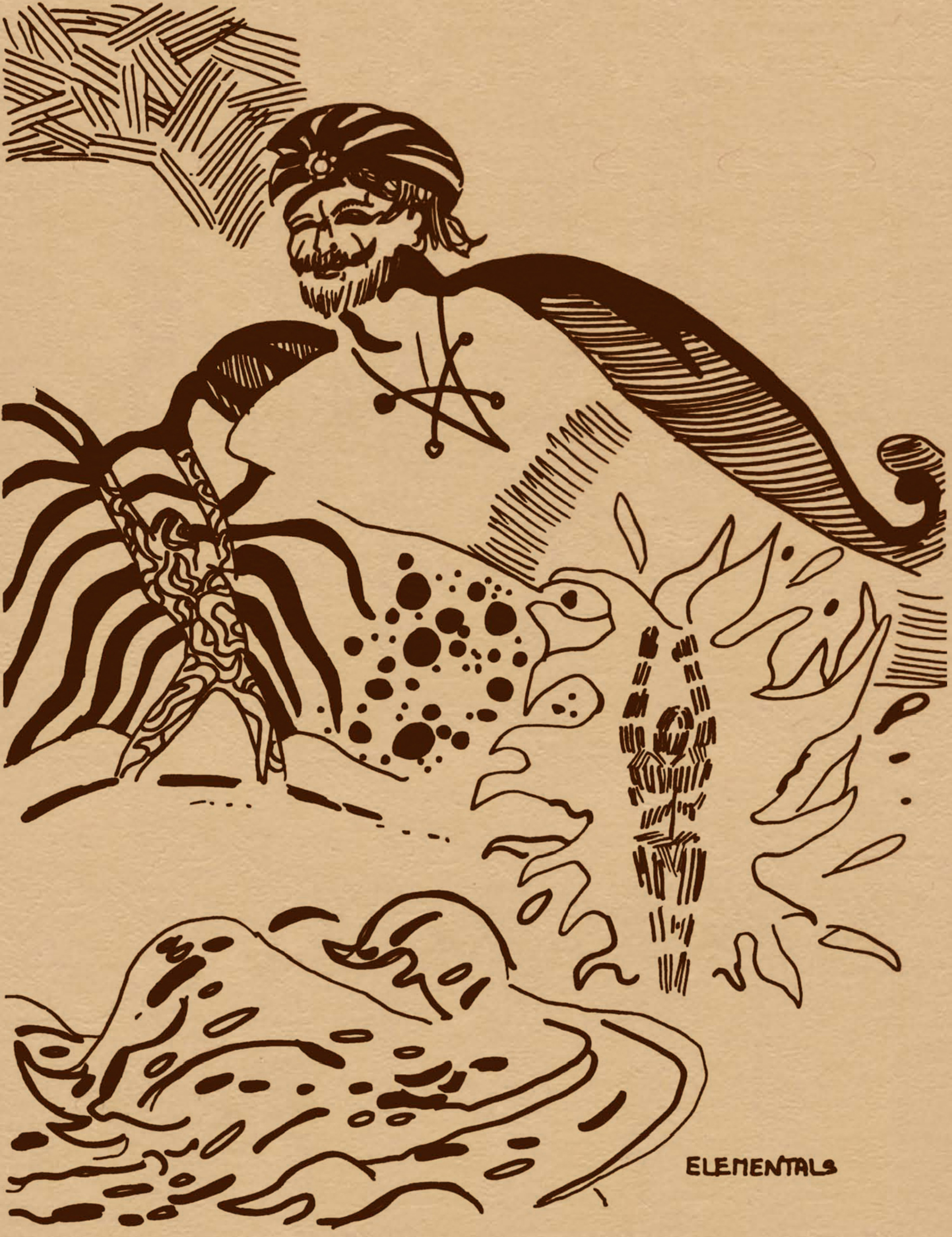
The time for Wilderness expeditions would include days of rest and recuperation.

Actual time would not be counted off for players "out" on a Wilderness adventure, but it would for those sequestered in their dens, hidey-holes, keeps, castles, etc., as well as for those in the throes of some expedition in the underworld.

AFTERWORD:

There are unquestionably areas which have been glossed over. While we deeply regret the necessity, space requires that we put in the essentials only, and the trimming will often have to be added by the referee and his players. We have attempted to furnish an ample framework, and building should be both easy and fun. In this light, we urge you to refrain from writing for rule interpretations or the like unless you are absolutely at a loss, for everything herein is fantastic, and the best way is to decide how you would like it to be, and then make it just that way! On the other hand, we are not loath to answer your questions, but why have us do any more of your imagining for you? Write to us and tell about your additions, ideas, and what have you. We could always do with a bit of improvement in our refereeing.

FIGHT ON!


ELEMENTALS

DUNGEONS & DRAGONS

REFERENCE
SHEETS

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STATISTICS REGARDING CLASSES:

Fighting-Men	Dice for Accumulative Hits	Fighting Capability	Spells & Level					
			1	2	3	4	5	6
Veteran	1 + 1	Man +1	NIL					
Warrior	2	2 Men +1	NIL					
Swordsman	3	3 Men or Hero -1	NIL					
Hero	4	Hero	NIL					
Swashbuckler	5 + 1	Hero +1 or 5 Men	NIL					
Myrmidon	6	Hero +1 or 6 Men	NIL					
Champion	7 + 1	Superhero -1	NIL					
Super Hero	8 + 2	Superhero	NIL					
Lord	9 + 3	Superhero +1	NIL					
Lord, 10th Level	10 + 1	Superhero +1	NIL					
Magic-Users								
Medium	1	Man	1	-	-	-	-	-
Seer	1 + 1	Man +1	2	-	-	-	-	-
Conjurer	2	2 Men	3	1	-	-	-	-
Theurgist	2 + 1	2 Men +1	4	2	-	-	-	-
Thaumaturgist	3	3 Men	4	2	1	-	-	-
Magician	3 + 1	3 Men +1	4	2	2	-	-	-
Enchanter	4	Hero -1	4	3	2	1	-	-
Warlock	5	Hero	4	3	3	2	-	-
Sorcerer	6 + 1	Hero +1	4	3	3	2	1	-
Necromancer	7	Wizard	4	4	3	3	2	-
Wizard	8 + 1	Wizard	4	4	4	3	3	-
Wizard, 12th Level	8 + 2	Wizard	4	4	4	4	4	1
Wizard, 13th Level	8 + 3	Wizard	5	5	5	4	4	2
Wizard, 14th Level	8 + 4	Wizard +1	5	5	5	4	4	3
Wizard, 15th Level	9 + 1	Wizard +1	5	5	5	4	4	4
Wizard, 16th Level	9 + 2	Wizard +2	5	5	5	5	5	5
Clerics								
Acolyte	1	Man	-	-	-	-	-	-
Adept	2	Man +1	1	-	-	-	-	-
Village Priest	3	2 Men	2	-	-	-	-	-
Vicar	4	3 Men	2	1	-	-	-	-
Curate	4 + 1	3 Men +1	2	2	-	-	-	-
Bishop	5	Hero -1	2	2	1	1	-	-
Lama	6	Hero	2	2	2	1	1	-
Patriarch	7	Hero +1	2	2	2	2	2	-
Patriarch, 9th Level	7 + 1	Superhero -1	3	3	3	2	2	-
Patriarch, 10th Level	7 + 2	Superhero -1	3	3	3	3	3	-

SPELLS TABLE

Magic-Users:

	1st Level	2nd Level	3rd Level
1.	Detect Magic	Detect Invisible	Fly
2.	Hold Portal	Levitate	Hold Person
3.	Read Magic	Phantasmal Forces	Dispell Magic
4.	Read Languages	Locate Object	Clairvoyance
5.	Protection/Evil	Invisibility	Clairaudience
6.	Light	Wizard Lock	Fire Ball
7.	Charm Person	Detect Evil	Lightning Bolt
8.	Sleep	ESP	Protection/Evil, 10' r.
9.		Continual Light	Invisibility, 10' r.
10.		Knock	Infravision
11.			Slow Spell
12.			Haste Spell
13.			Protection/Normal Missiles
14.			Water Breathing

	4th Level	5th Level	6th Level
1.	Polymorph Self	Teleport	Stone-Flesh
2.	Polymorph Others	Hold Monster	Reincarnation
3.	Remove Curse	Conjure Elemental	Invisible Stalker
4.	Wall of Fire	Telekinesis	Lower Water
5.	Wall of Ice	Transmute Rock-Mud	Part Water
6.	Confusion	Wall of Stone	Projected Image
7.	Charm Monster	Wall of Iron	Anti-Magic Shell
8.	Growth/Plant	Animate Dead	Death Spell
9.	Dimension Door	Magic Jar	Geas
10.	Wizard Eye	Contact Higher Plane	Disintegrate
11.	Massmorph	Pass-Wall	Move Earth
12.	Hallucinatory Terrain	Cloudkill	Control Weather
13.		Feeblemind	
14.		Growth/Animal	

SPELLS TABLE

Clerics:

	1st Level	2nd Level	3rd Level
1.	Cure Light Wounds	Find Traps	Remove Curse
2.	Purify Food & Water	Hold Person	Cure Disease
3.	Detect Magic	Bless	Locate Object
4.	Detect Evil	Speak with Animals	Continual Light
5.	Protection/Evil		
6.	Light		

	4th Level	5th Level
1.	Neutralize Poison	Dispell Evil
2.	Cure Serious Wounds	Raise Dead
3.	Protection/Evil, 10' r.	Commune
4.	Turn sticks to snakes	Quest
5.	Speak with plants	Insect Plague
6.	Create Water	Create Food

Clerics verses Undead Monsters:

Monster Type	Acolyte	Adept	Village Priest	Vicar	Curate	Bishop	Lama	Patriarch
Skeleton	7	T	T	D	D	D	D	D
Zombie	9	7	T	T	D	D	D	D
Ghoul	11	9	7	T	T	D	D	D
Wight	N	11	9	7	T	T	D	D
Wraith	N	N	11	9	7	T	T	D
Mummy	N	N	N	11	9	7	T	T
Spectre	N	N	N	N	11	9	7	T
Vampire	N	N	N	N	N	11	9	7

Numbers are the score to match or exceed in order to turn away, rolled with two six-sided dice.

T = Monster turned away, up to two dice in number.
D = Dispelled/disolved, up to two dice in number.
N = No Effect.

BASIC EQUIPMENT AND COSTS:

It will be necessary for players to equip their characters with various basic items of equipment. Selection of items is strictly up to the players, and Gold Pieces are taken away accordingly (players may sell to one another, of course, and then Gold Pieces would be transferred).

Item	Cost
Dagger	3
Hand Axe	3
Mace	5
Sword	10
Battle Axe	7
Morning Star	6
Flail	8
Spear	2
Pole Arm	7
Halberd	7
Two-Handed Sword	15
Lance	4
Pike	5
Short Bow	25
Long Bow	40
Composite Bow	50
Light Crossbow	15
Heavy Crossbow	25
Quiver of 20 Arrows	10
Case with 30 Quarrels	10
20 Arrows/30 Quarrels	5
Silver Tipped Arrow	5
Mule	20
Draft Horse	30
Light Horse	40
Warhorse, Medium	100
Warhorse, Heavy	200
Saddle	25
Saddle Bags	10
Cart	100
Wagon	200
Raft	40
Small Boat	100
Small Merchant Ship	5000
Large Merchant Ship	20000
Small Galley	10000
Large Galley	30000

Item	Cost
Leather Armor	15
Chain-type Mail	30
Plate Mail	50
Helmet	10
Shield	10
Barding (Horse Armor)	150
50' of Rope	1
10' Me	1
12 Iron Spikes	1
Small Sack	1
Large Sack	2
Leather Back Pack	5
Water/Wine Skin	1
6 Torches	1
Lantern	10
Flask of Oil	2
3 Stakes & Mallet	3
Steel Mirror	5
Silver Mirror, Small	15
Wooden Cross	2
Silver Cross	25
Holy Water/Vial	25
Wolvesbane, bunch	10
Belladonna, bunch	10
Garlic, bud	5
Wine, quart	1
Iron Rations (for dungeon expeditions) 1 person/1 week	15
Standard Rations for 1 person, 1 week	5

Other items cost may be calculated by comparing to similar items listed above.

ATTACK MATRIX I. : MEN ATTACKING

TARGET:

Armor		20-Sided Die Score to Hit by Level*					
Class	Description	1-3	4-6	7-9	10-12	13-15	16 & +
2	Plate Armor & Shield	17	15	12	10	8	5
3	Plate Armor	16	14	11	9	7	4
4	ChainMail & Shield	15	13	10	8	6	3
5	Chain Mail	14	12	9	7	5	2
6	Leather & Shield	13	11	8	6	4	1
7	Leather Armor	12	10	7	5	3	1
8	Shield Only	11	9	6	4	2	1
9	No Armor or Shield	10	8	5	3	1	1

* Fighting-Men: Magic-Users advance in steps based on five levels/group (1-5, 6-10, etc.), and Clerics in steps based on four levels/group (1-4, 5-8, etc.). Normal men equal 1st level fighters.

ATTACK MATRIX II. : MONSTERS ATTACKING

TARGET:

Armor		20-Sided Dice Score to Hit by Monster's Dice #							
Class	Description	Up to 1	1+1	2-3	3-4	4-6	7-8	9-10	11 & +
2	All as in Table	17	16	15	13	12	11	9	7
3	I. above ...	16	15	14	12	11	10	8	6
4		15	14	13	11	10	9	7	5
5		14	13	12	10	9	8	6	4
6		13	12	11	9	8	7	5	3
7		12	11	10	8	7	6	4	2
8		11	10	9	7	6	5	3	1
9		10	9	8	6	5	4	2	0

All base scores to hit will be modified by magic armor and weaponry. Missile hits will be scored by using the above tables at long range and decreasing Armor Class by 1 at medium and 1 at short range.

SAVING THROW MATRIX:

Class & Level		Death Ray or Poison	All Wands — Including Polymorph or Paralization	Stone	Dragon Breath	Staves & Spells
Fighting-Men	1-3	12	13	14	15	16
Magic-User	1-5	13	14	13	16	15
Cleric	1-4	11	12	14	16	15
Fighter	4-6	10	11	12	13	14
Magic User	6-10	11	12	11	14	12
Cleric	5-8	9	10	12	14	12
Fighter	7-9	8	9	10	10	12
Magic-User	11-15	8	9	8	11	8
Cleric	9-12	6	7	9	11	9
Fighter	10-12	6	7	8	8	10
Magic-User	16 +	5	6	5	8	3
Cleric	13 +	3	5	7	8	7
Fighter	13 +	4	5	5	5	8

Failure to make the total indicated above results in the weapon having full effect, i.e. you are turned to stone, take full damage from dragon's breath, etc. Scoring the total indicated above (or scoring higher) means the weapon has no effect (death ray, polymorph, paralization, stone, or spell) or one-half effect (poison scoring one-half of the total possible hit damage and dragon's breath scoring one-half of its full damage). Wands of cold, fire balls, lightning, etc. and staves are treated as indicated but saving throws being made result in one-half damage.

THE MONSTERS

MONSTER REFERENCE TABLE, HOSTILE & BENIGN CREATURES:

Special characteristics are dealt with in the separate paragraphs pertaining to each monster which follow this table.

Monster Type	Number Appearing*	Armor Class	Move in Inches**	Hit Dice	% In Lair	Type or Amount of Treasure
Men	30 — 300	All variable ————————			15%	Type A
Goblins/Kobolds	40 — 400	6/7	6	1-1/½	50%	1-6 G.P. ea.
Orcs	30 — 300	6	9	1	50%	Type D
Hobgoblins/ Gnolls	20 — 200	5	9	1+1/2	30%	Type D
Ogres	3 — 18	5	9	4 +1	30%	1,000 G.P. + Type C
Trolls	2 12	4	12	6 +3	50%	Type D
Giants	1 — 8	4	12	8-12+2	30%	5,000 G.P. + Type E
Skeletons/ Zombies	3 — 30	7/8	6	½/2	Nil	Nil
Ghouls	2 — 24	6	9	2	20%	Type B
Wights	2 — 24	5	9	3	60%	Type B
Wraiths	2 — 16	3	12/24	4	20%	Type E
Mummies	1 — 12	3	6	5 +1	30%	Type D
Spectres	1 — 8	2	15/30	6	25%	Type E
Vampires	1 — 6	2	12/18	7-9	20%	Type F
Cockatrices	1 — 8	6	9/18	5	35%	Type D
Basilisks	1 — 6	4	6	6 +1	40%	Type F
Medusae	1 — 4	8	9	4	75%	Type F
Gorgons	1 — 4	2	12	8	50%	Type E
Manticores	1 — 4	4	12/18	6 +1	25%	Type D
Hydras	5-12 heads	5	12	5-12	25%	Type B
Chimeras	1 — 4	4	12/18	9	50%	Type F
Wyverns	1 — 6	3	9/24	7	60%	Type E
Dragons***	1 — 4	2	9/24	5-12	60%	Type H
Gargoyles	2 — 20	5	9/15	4	25%	Type C
Lycanthropes***	2 — 20	Variable ————————			15%	Type C
Purple Worms	1 — 4	6	6	15	25%	Type D
Sea Monsters	All variable and at referee's descretion ————————————					
Minotaurs	1 — 8	6	12	6	10%	Type C

MONSTER REFERENCE TABLE, CONTINUED

Monster Type	Number Appearing*	Armor Class	Move in Inches**	Hit Dice	% In Lair	Type or Amount of Treasure
Centaurs	2 — 20	5	18	4	05%	Type A
Unicorns	1 — 4	2	24	4	Nil	Nil
Nixies	10 — 100	7	12	1	100%	Type B
Pixies	10 — 100	6	9/18	1	25%	Type C
Dryads	1 — 6	5	12	2	20%	Type D
Gnomes	40 — 400	5	6	1	60%	Type C
Dwarves	40 — 400	4	6	1	50%	Type G
Elves	30 — 300	5	12	1 +1	25%	Type E
Treants	2 — 20	2	6	8	Nil	Nil
Pegasi	1 — 12	6	24/48	2 +2	Nil	Nil
Hippogriffs	2 — 16	5	18/36	3 +1	Nil	Nil
Rocs	1 — 20	4	6/48	6	20%	Type I
Griffons	2 — 16	3	12/30	7	10%	Type E
Invisible Stalkers	———————	3	12	8	Nil	Nil
Elementals	1	2	Variable	————	Nil	Nil
Djinn	———————	5	9/24	7 +1	Nil	Nil
Efreet	———————	3	9/24	10	Nil	Nil
Ochre Jelly	1	8	3	5	Nil	Nil
Black Pudding	1	6	6	10	Nil	Nil
Green Slime	———————	—	Nil	2	Nil	Nil
Gray Ooze	———————	8	1	3	Nil	Nil
Yellow Mold	———————	—	—	—	Nil	Nil
Light Horse	———————	7	24	2	Nil	Nil
Medium Horse	———————	7	18	2 +1	Nil	Nil
Heavy Horse	———————	7	12	3	Nil	Nil
Draft Horse	———————	7	12	2 +1	Nil	Nil
Mule	———————	7	12	2 +1	Nil	Nil
Small Insects or Animals	6 — 36	Variable ———————————————————				
Large Insects or Animals	2 — 16	Variable ———————————————————				

*Referee's option: increase or decrease according to party concerned (used primarily only for out-door encounters).

**Number after slash is flying speed. Creature may "charge" also and get bonus to normal move.

***See separate paragraphs regarding each monster for various possibilities.

REFEREE'S MAP is a wilderness map unknown to the players. It should be for the territory around the dungeon location. When players venture into this area they should have a blank hexagon map, and as they move over each hex the referee will inform them as to what kind of terrain is in that hex. This form of exploring will eventually enable players to know the lay of the land in their immediate area and thus be able to select a site upon which to build their castles. (Castle building and its attendant requirements will be covered hereafter.) Exploratory adventures are likely to be the most exciting, and their incorporation into the campaign is most desirable. Exploration by foot is at normal speed. Horsed parties will travel at the speed of a draft horse, and exploration by air will be at half normal flying speed.

MOVEMENT:

Type	# of Hexes	Type: (Flying)	# of Hexes
Man on foot	3		
Wagon or Cart	4	Dragon	24
Draft Horse	5	Griffon	30
Heavy Horse	6	Hippogriff	40
Medium Horse	8	Roc	48
Light Horse	10	Pegasus	48
Raft	10 (3)	Broom	40
Boat	15 (5)	Carpet	30
Merchant Ship	12	Efreet	20
Galley	20 (6)	Djinn or Air Elemental	30

(Numbers in parenthesis are for swamp movement)

MONSTER DETERMINATION AND LEVEL OF MONSTER MATRIX:

Level Beneath the Surface		Consult Monster Level Table Number					
		1	2	3	4	5	6
1	Die	1-2	3-4	5	6	—	—
2		1	2	3-4	5	6	—
3		—	1	2	3-4	5	6
4-5		—	—	1	2-3	4-5	6
6-7		—	—	—	1	2-4	5-6
8-9		—	—	—	—	1-2	3-6
10-12		—	—	—	—	1	2-6
13 +		—	—	—	—	—	1-6

MONSTER LEVEL TABLES:

1	Die
Kobolds	1
Goblins	2
Skeletons	3
Orcs	4
Giant Rats	5
Centipedes	6
Bandits	7
Spiders	8

2	Die
Hobgoblins	1
Zombies	2
Lizards	3
Warriors	4
Conjurers	5
Gnolls	6
Ghouls	7
Toads	8
Berserkers	9
Theurgistists	0

3	Die
Wights	1
Heroes	2
Giant Hogs	3
Giant Ants	4
Ochre Jelly	5
Thaumaturgists	6
Swashbucklers	7
Magicians	8
Giant Snakes	9
Giant Weasles	0

4	Die
Wraiths	1
Ogres	2
Evil Priests	3
Myrmidons	4
Giant Beetles	5
Giant Scorpions	6
Lycanthropes	7
Gargoyles	8
White Apes	9
Enchanters	0

5	Die
Trolls	1
Superheroes	2
Wyverns	3
Spectres	4
Mummies	5
Minotaurs	6
Manticores	7
Cockatrices	8
Sorcerers	9
Wyverns	10
Hydra (6-8 heads)	11
Medusae	12

6	Die
Giants	1
Hydra (9-12 heads)	2
Drogons	3
Basilisks	4
Gorgons	5
Chimeras	6
Vampires	7
Lords	8
Spectres	9
Wizards*	10
Evil High Priests*	11
Purple Worms	12

*Typically each will be accompanied by from 1-4 apprentices (Enchanters/Evil Priests) and 1-6 body-guards (levels 4-6) fighter-type.

Castles: As stated, the ponds indicate Castles. The inhabitants of these strongholds are determined at random. Occupants of these castles will venture out if a party of adventurers passes nearby. If passing over the castle hex there is a 50% chance (die 1-3) that they will come out, if one hex away there is a 33 1/3 chance (die 1 -2), and if two hexes away there is only a 16 2/3% chance (die 1). If the party is on the castle hex and hails the castle, the occupants will always come forth if the party is not obviously very strong and warlike. Patriarchs are always Lawful, and Evil High Priests are always Chaotic. All other castle inhabitants will be either hostile to the adventurers (die 1-3) or neutral (die 4-6). Determine the occupant of a castle as follows:

Die	Occupant	Type of Guards/Retainers in Castle (The number after indicating the type die to use to determine how many)			
		Die -1	2	3	4
1	Lord	Champs. ^{8}	Griffons *^{6}	Myrmi's. ^{10}	Giants ^{4}
2	Superhero	Myrmi's. ^{8}	Rocs *^{4}	Ogres ^{4}	S'bucks. ^{10}
3	Wizard	Dragons ^{4}	Chmrs. ^{4}	Wyverns ^{4}	Blsks. ^{4}
4	Necromancer	Chmrs. ^{4}	Mntcrs. ^{6}	Lycs. ^{12}	Grgyls. ^{12}
5	Patriarch	Heroes ^{20}	S'heroes ^{6}	Treants ^{10}	H'griffs *^{6}
6	Evil H. P.	Trolls ^{10}	Vmprs. ^{6}	W. Apes ^{20}	Spectres ^{10}

*With a like number of Heroes riding these creatures.

Fighting-Men within castles will demand a jousting match with all passersby of like class. Otherwise they will demand a toll of from 100 to 600 Gold Pieces from the party. If a joust takes place (use rules from CHAINMAIL) the occupant of the castle will take the loser's armor if he wins, but if the character wins the castle owner will host all in the party for up to one month, supply them with two weeks of rations, and provide warhorses (Heavy) if the party so requires.

Magic-Users from castles will send passersby after treasure by Geas if they are not hostile, with the Magic-User taking at least half of all treasure so gained, the Magic-User having first choice of magical items and automatically choosing Miscellaneous Magic, Wands/Staves, or Rings (in that order) in preference to other items. Otherwise, the Magic-User will require a magical item from the passersby as toll, and if they have no magical items suitable for use the Magic-User will require a toll of from 1000 to 4000 Gold Pieces.

Clerics will require passersby to give a tithe (10%) of all their money and jewels. If there is no payment possible the Cleric will send the adventurers on some form of Lawful or Chaotic task, under Quest. Generally Evil High Priests will simply attempt to slay Lawful or Neutral passersby who fail to pay their tithes.

Guards: In addition to those men or monsters accompanying castle residents, there will be a number of men aiding in defense. From 30 to 180 men will man the walls, one-half of whom will be crossbow armed light foot, and the balance will be heavy foot. Those castle residents who are accompanied by men or creatures capable of riding or able to make near equal speed will be mounted on horseback, as will their men be mounted. There is also a chance that there will be others in the castle's party:

Castle Resident	% Chance of Having	Level
Fighting-Men	25% chance for Magic-User	5-8 - - -
	50% chance for Cleric	3-6 - - -
Magic-User	25% chance for Fighting-Man	5-8
	50% chance for Apprentice	4-7
Cleric	50% chance for 1 -6 Assistants	4-7

WILDERNESS WANDERING MONSTERS:

Terrain Type ——	Clear	Woods	River	Swamp	Mtns.	Desert	City
Lost —————	1	1-2	1	1-3	1-2	1-3	—
Encounter ———	6	5-6	5-6	4-6	4-6	5-6	6
Die Roll for Type Encounter							
1	Men	Men	Men	Men	Men	Men	Men
2	Flyer	Flyer	Flyer	Flyer	Flyer	Flyer	Undead
3	Giant	Giant	Giant	Giant	Giant	Giant	Undead
4	Lycs.	Lycs.	Lyes.	Lycs.	Lyes.	Men	Men
5	Anmls.	Lyes.	Swim'r	Swim'r	Anmls.	Anmls.	—
6	Men	Men	Swim'r	Undead	Giants	Dragon	—
7	Anmls.	Anmls.	Anmls.	Undead	Dragon	—	—
8	Dragon	Dragon	Dragon	Dragon	Dragon	—	—

MEN

Die	Typical	Mountain	Desert (Mars)	Waterbourne
1	Bandits	Band its	Nomads	Buccaneers
2	Brigands	Berserkers	Dervishes	Pirates
3	Necromancer	Brigands	Nomads	Buccaneers
4	Wizard	Lord	Lord	Pirates
5	Bandits	Wizard	Wizard	Buccaneers
6	Berserkers	Superhero	Nomads	Mermen
7	Lord	Cavemen	(Red Martians)	—
8	Superhero	Necromancer	(Tharks)	
9	Brigands	Evil H.P.	(Black Martians)	
10	Bandits	Cavemen	(Yellow Martians)	
11	Evil H.P.	Patriarch	(Tharks)	
12	Patriarch	Berserkers	(White Martians)	

Die	FLYER TYPES	UNDEAD TYPES	GIANT TYPES
1	Pegasi	Skeletons	Kobolds
2	Rocs	Zombies	Goblins
3	Chimerae	Ghouls	Orcs
4	Hippogriffs	Wights	Hobgoblins
5	Griffons	Wraiths	Gnolis
6	Manticores	Mummies	Ogres
7	Rocs	Spectres	Trolls
8	Wyverns	Vampires	Giants
9	Dragons	—	Gnomes
10	Pegasi	—	Dwarves
11	Hippogriffs	—	Elves
12		—	Treants

Die	LYCANTHROPES	SWIMMER TYPES	DRAGON TYPES
1	Werewolves	Giant Crabs	Black Dragons
2	Wereboars	Nixies	White Dragons
3	Weretigers	Giant Octopi	Green Dragons
4	Werebears	Giant Squid	Blue Dragons
5	———	Sea Monster	Red Dragons
6		Giant Snakes	Gold Dragons
7		Crocodiles	Cockatrices
8		Giant Leeches	Basilisks
9		Mermen	Wyverns
10		Nixies	
11		Giant Fish	Chimerae
12		Dragon Turtle	Hydra (7-12 heads)

Die	Basic Animals	Optional Woods	Optional Swamps	Optional Arid Plains	Optional Mountains
1	Spiders	Centaurs	Tyr. Rex	Apts	Cave Bears
2	Centipedes	Unicorns	Pter'dyle.	Banths	Dire Wolves
3	Lizards	Minotaurs	Triceratops	Thoats	Sabre T. Tigs.
4	Toads	Gorgons	Bronto's.	Calots	Mastodons
5	Ants	Pixies	Stegosaurs	White Apes	Sptd. Lions
6	Weasels	Manticores	Tyr. Rex	Thoats	Wooly Rhinos
7	Apes	Dryads	Pter'dyle.	Orluks	Titanotheres
8	Beetles	Medusae	Triceratops	Sith	Cave Bears
9	Scorpions	———	———	Tharks	Mammoths
10	Lions			Darseen	Sabre T. Tigs.
11	Boars			Banths	Dire Wolves
12	Snakes			Tharks	Sptd. Lions

Notes:

There will be from 2-12 men with any Fighting-Man, Magic-User, or Cleric encountered in the wilderness. They will be from the 1st to 4th level of the appropriate class. In addition there will be other magical items they might have:

Fighting-Man		Magic-User		Cleric	
ITEM	CHANCE	ITEM	CHANCE	ITEM	CHANCE
sword	50%	wand	60%	weapon	40%
shield	25%	ring	30%	staff	30%
armor	25%	misc. mg.	20%	shield	20%
				armor	10%

Animals will generally be of the giant variety, although the referee might prefer to have small spiders, for example, which attack the party when they are asleep.

TREASURE TYPES:

Type	1000's of Copper	1000's of Silver	1000's of Gold	Gems and Jewelry*	Maps or Magic
A					
Land [1]	1-6:25%	1-6:30%	2-12:35%	6-36:50%	40%: any 3
Desert [2]	1-4:20%	1-4:25%	1-6:30%	10-40:50%	60%: 3 magic
Water [3]	Nil	Nil	5-30:60%	10-60:60%	50%: 1 map
B	1-8:50%	1-6:25%	1-3:25%	1-6:25%	10%: Weapon, Armor, or misc. weapon
C	1-12:20%	1-4:30%	Nil	1-4:25%	10%: any 2
D	1-8:10%	1-12:15%	1-6:60%	1-8:30%	20%: any 2+ 1 Potion
E	1-10:05%	1-12:30%	1-8:25%	1-10:10%	30%: any 3+ 1 Scroll
F	Nil	2-20:10%	1-12:45%	2- 24:20% 1-12:10%	35%: no weapons, any other 3+ 1 Potion and 1 Scroll
G	Nil	Nil	10-40:75%	3-18:25% 1-10:25%	40%: any 4+ 1 Scroll
H	3-24:25%	1-100:50%	10-60:75%	1-100:50% 10-40:50%	20%: any 4+ 1 Potion and 1 Scroll
1	Nil	Nil	Nil	2-16:50%	20%: any 1

* Roll for each category (Gems and Jewelry), probability shown if different for either category.

---

[1] Brigands will have only very important prisoners, 1/20 Brigands, while Bandits will have prisoners at a ratio of 1/10 Bandits. Both classes will carry Silver Pieces on their person, 2-20 each. Berserkers have neither. Cavemen have no treasure.

[2] Nomads will have prisoners at a rate of 1/25. They will have 5-30 Silver Pieces each. Dervishes have neither.

[3] Pirates will have prisoners as do Bandits, and the same holds true for the Buccaneer/Bandit relationship. Pirates and Buccaneers will carry from 2-12 Gold Pieces each. Mermen have treasure only underwater in their "Lair".

NOTE: All Treasure is found only in those cases where the encounter takes place in the "Lair".

MAGIC/MAPS DETERMINATION TABLE:

Roll on 100% Dice

01-75 = Magic ——

Roll for each item found

76-00 = Map ——

MAGIC ITEMS

Roll on 100% Dice	Item
01-20	Swords
21-35	Armor
36-40	Misc. Weapons
41-65	Potions
66-85	Scrolls
86-90	Rings
91-95	Wands/Staves
96-00	Misc. Magic

MAPS

Roll on 100% Dice	Item
01-60	Treasure Map
61-90	Magic Map
91-00	Magic & Treasure Map

SWORD:

01-35	Sword +1
36-40	Sword +1, +2 vs. Lycanthropes
41-45	Sword +1, +2 vs. Magic-Users and Enchanted Monsters
46-50	Sword +1, Locating Objects Ability
51-60	Sword +1, +3 vs. Trolls (Clerics)
61-65	Sword, Flaming: +1 +2 vs. Trolls (Pegasi, Hippogriffs, + Rocs) +3 vs. Undead Treants
66-70	Sword +1, Wishes Included (2-8 Wishes)
71-75	Sword +1, +3 vs. Dragons
76-78	Sword +2
79-80	Sword +2, Charm Person Ability
81-82	Sword +3
83	Sword, One Life Energy Draining Ability
84-00	Sword -2 (Cursed Sword)

ARMOR:

01-30	Shield +1
31-60	Armor +1
61-75	Armor & Shield +1
76-83	Shield +2
84 90	Armor +2
91-97	Armor & Shield +2
98-00	Shield +3

MISCELLANEOUS WEAPONS:

01-25	10 Magic Arrows
26-40	3-30 Magic Arrows
41-55	Dagger +1 vs. Man-Sized Opponents, +2 vs. Goblins and Kobolds
56-60	Dagger +2 vs. Man-Sized Opponents, +3 vs. Orcs, Goblins and Kobolds
61-65	Magic Bow
66-70	Axe +1
71-80	Mace +2
81-85	War Hammer +1
86-89	War Hammer +2
90	War Hammer +3, 6" Throwing Range with Return
91-96	Spear +1
97-99	Spear +2
00	Spear +3

POTIONS:

01-04	Growth	49-52	Clairvoyance
05-08	Dimenuation	53-55	Clairaudience
09-12	Giant Strength	56-60	Animal Control
13-16	Invisibility	61-64	Undeod Control
17-20	Gaseous Form	65-68	Plant Control
21-24	Polymorph (Self)	69-72	Human Control
25-28	Speed	73-76	Giant Control
29-32	Levitation	77-80	Dragon Control*
33-36	Flying	81-84	Poison**
37-40	ESP	85-88	Invulnerability
38-40	Delusion	89-92	Fire Resistance
41-44	Healing	93-96	Treasure Finding
45-48	Longevity	97-00	Heroism

* Referee to roll to determine which of the six types of Dragons will be controlled.

** Referee will mislead by naming any of the other Potions, but if carefully questioned should give it a singular feature.

SCROLLS:

01-20	1 Spell	61-70	Protection: Lycanthropes
21-35	2 Spells	71-80	Protection: Undead
36-45	3 Spells	81-90	Protection: Elementals
46-50	7 Spells	91-00	Protection: Magic
51-60	1 Curse*		

*The referee must take extreme care in handling all Scrolls with an eye towards duping the players when a Curse Scroll is found. The curse takes effect immediately upon reading the Scroll; therefore having non-Curse Scrolls disappear on occasion if not identified will help to force reading of Curse Scrolls. To determine the type of curse use the table below;

Die Roll	Curse: (Range 3" diameter)
1 or 2	Any monster of the referee's choice
3 or 4	Disease, fatal in 3 turns unless healed
5 or 6	Polymorph to insect of referee's choice
7	Transportation 1,000 miles, random direction
8	Transportation to another planet

RINGS:

01-09	Invisibility	81-85	Protection, 5' r.
10-15	Mammal Control	86-90	Regeneration
16-21	Human Control	91-92	Djinn Summoning
22-30	Weakness	93-94	Telekenisis
31-39	Protection	95-96	X-Ray Vision
40-49	Three Wishes	97-98	Spell Turning
50-60	Delusion	99	Spell Storing
61-70	Water Walking	00	Many Wishes (4-24)
71-80	Fire Resistance		

WANDS AND STAVES (All wands usable by Magic-Users only) :

01-15	Metal Detection	61-65	Polymorph
16-20	Enemy Detection	66-70	Negation
21-25	Magic Detection	71-80	Staff of Healing*
26-30	Secret Doors & Traps Detection	81-85	Staff of Commanding**
31-35	Illusion	86-90	Snake Staff*
36-40	Fear	91-95	Staff of Striking**
41-45	Cold	96-97	Staff of Withering*
46-50	Paralization	98-99	Staff of Power***
51-55	Fire Balls	00	Staff of Wizardry***
56-60	Lightening Bolts		

*Clerics only can employ
**Clerics and Magic-Users may employ
***Magic-Users only may employ

MISCELLANEOUS MAGIC:

01-04	Crystal Ball
05-06	Crystal Ball with Clairaudience
07	Crystal Ball with ESP
08-12	Medallion of ESP, 3" Range*
13-15	Medallion of ESP, 9" Range*
16-18	Amulet vs. Crystal Balls and ESP*
19-24	Scarab of Protection from Evil High Priests*
25-29	Bag of Holding*
30	Censor Controlling Air Elementals
31	Stone Controlling Earth Elementals
32	Brazier Commanding Fire Elementals
33	Bowl Commanding Water Elementals
34-35	Efreet Bottle*
36-38	Displacer Cloak*
39-47	Elven Cloak and Boots*

48-52	Boots of Speed*
53-57	Boots of levitation*
58-62	Boots of Traveling and Leaping*
63-67	Broom of Flying
68-72	Helm of Reading Magic and Languages*
73-75	Helm of Telepathy*
76	Helm of Teleportation
77-87	Helm of Chaos (Law)*
88	Flying Carpet*
89	Drums of Panic, 24" Range*
90	Horn of Blasting, 10" Range*
91-97	Gauntlets of Ogre Power*
98-99	Girdle of Giant Strength*
00	Mirror of Life Trapping

* Usable by all classes

MAPS:

TREASURE

Die Roll:	Map to -
1	10,000-40,000 Silver
2	5,000-30,000 Gold
3	1 & 2 above
4	1 above + 2-20 Gems
5	2 above + 5-30 Gems
6	3 above + 1-100 Gems
7	10-60 Gems, 2-20 Jewelry
8	3 & 7 above

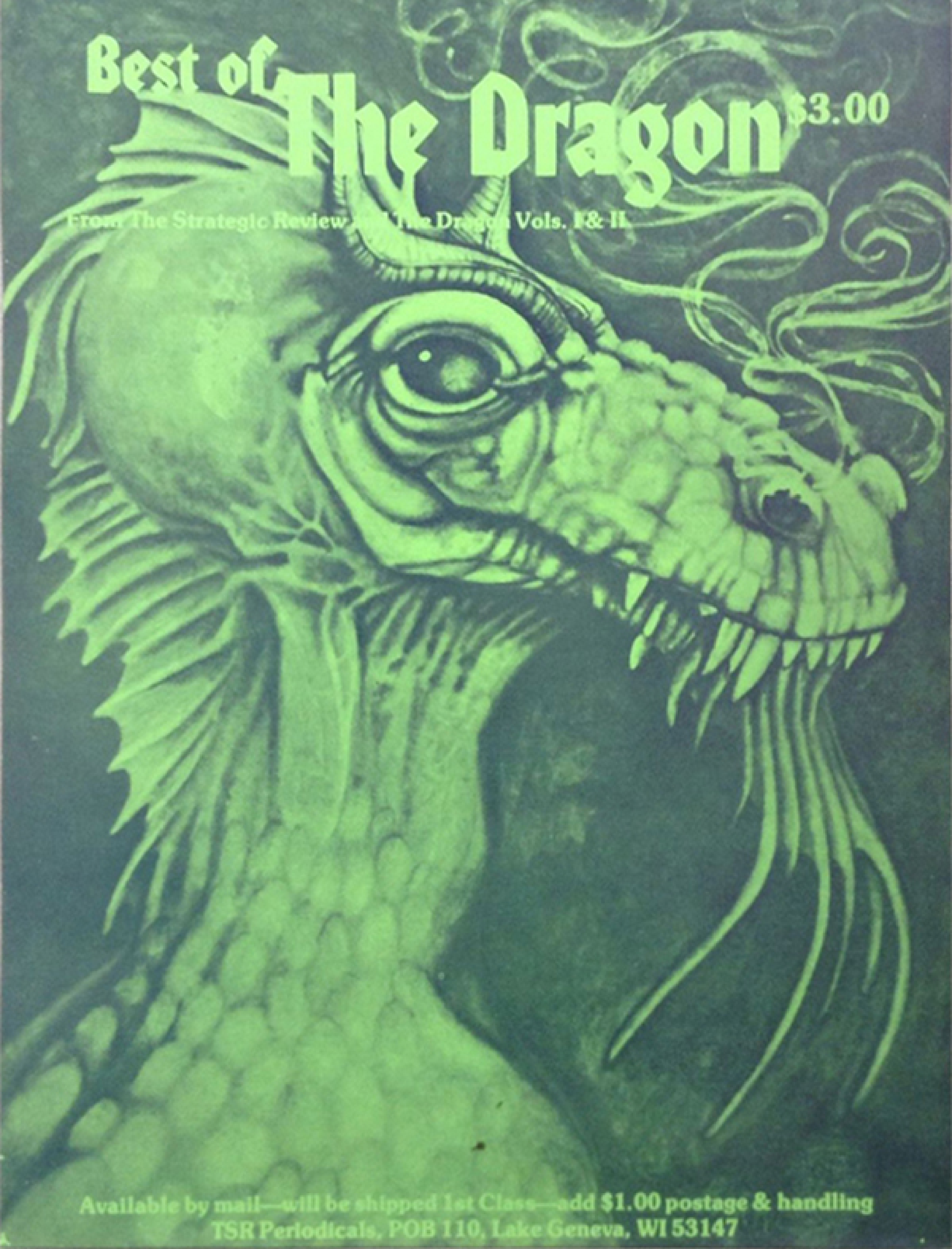
MAGIC

Die Roll:	Map to -
1-3	Any 1 Item
4-5	Any 2 Items
6	3 Items, No Swords
7	4 Items, 1 a Potion
8	5 Items, 1 a Scroll & 1 a Potion

MAGIC & TREASURE

Die Roll:	Map to -
1	#1 Treasure and #1 Magic
2	#2 Treasure and #1 Magic
3	#3 Treasure and #4 Magic
4	Map to #7 Treasure and #6 Magic (already there)
5	#5 Treasure and #4 Magic
6	Map to Treasure and #1 Magic (already there)
7	#6 Treasure and #8 Magic
8	#8 Treasure and #7 Magic

NOTE: All items will be guarded by appropriate monsters. If the referee desires he can simply roll on the Dungeon Encounter Matrix, (see Vol. III) fifth or sixth level monster classes.



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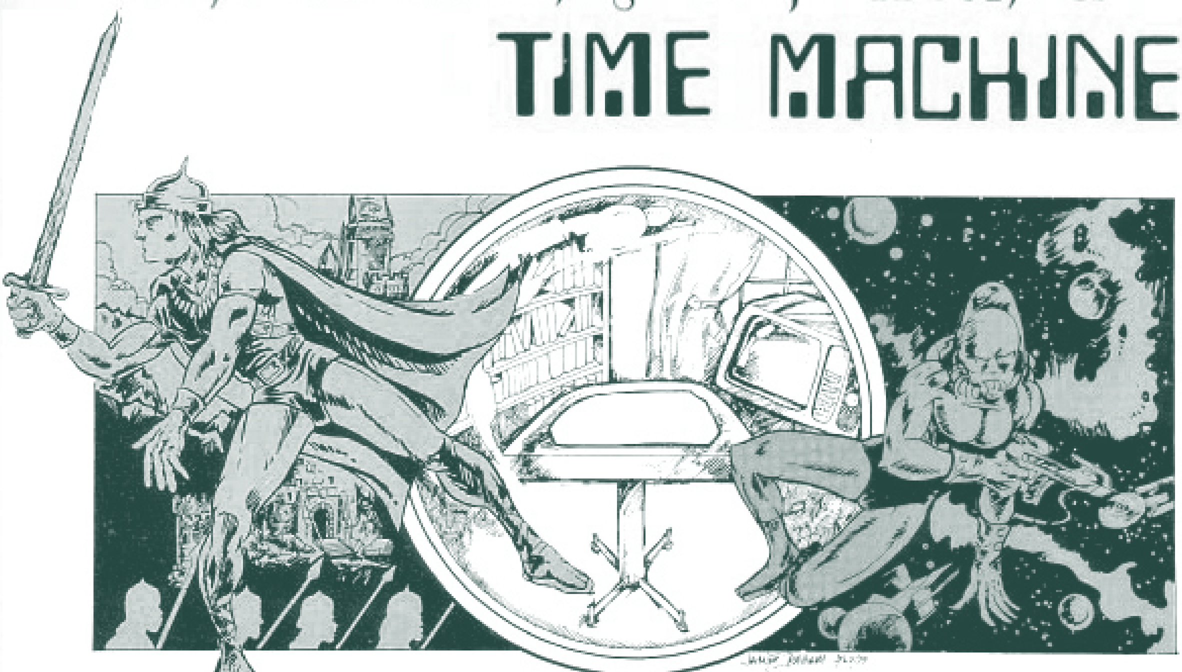

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